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COMPLETE WALKTHROUGH

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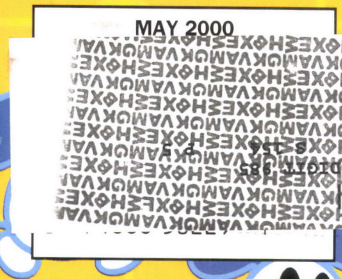
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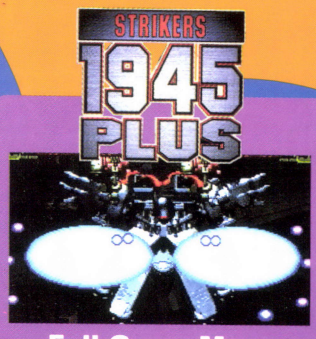
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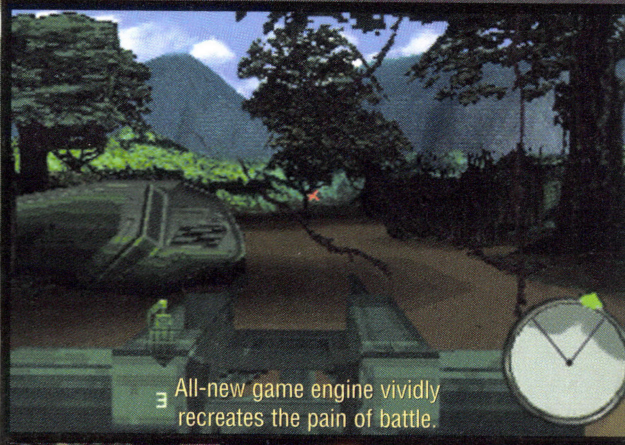
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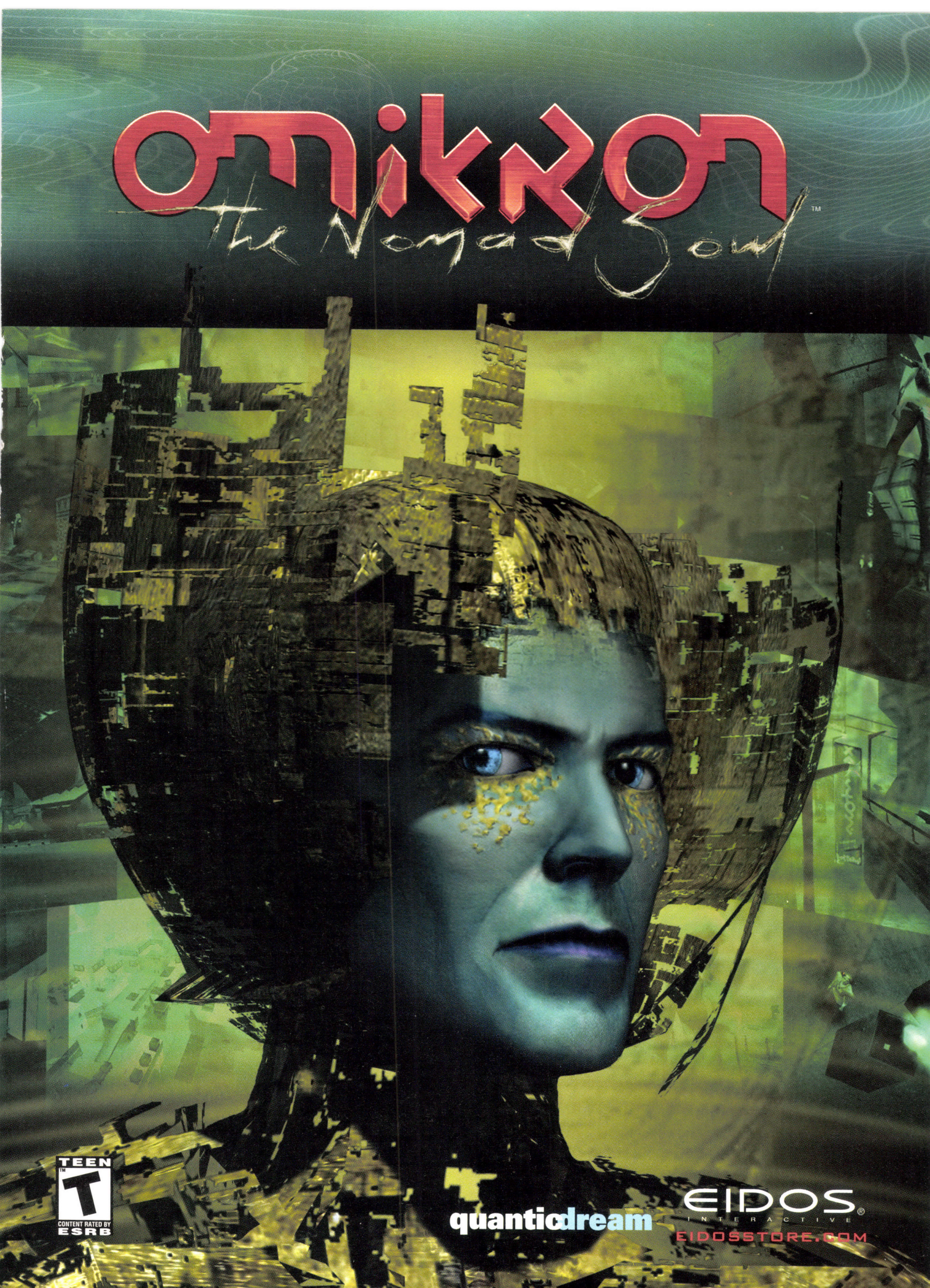
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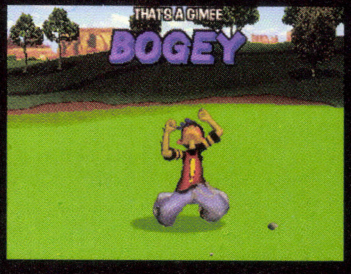






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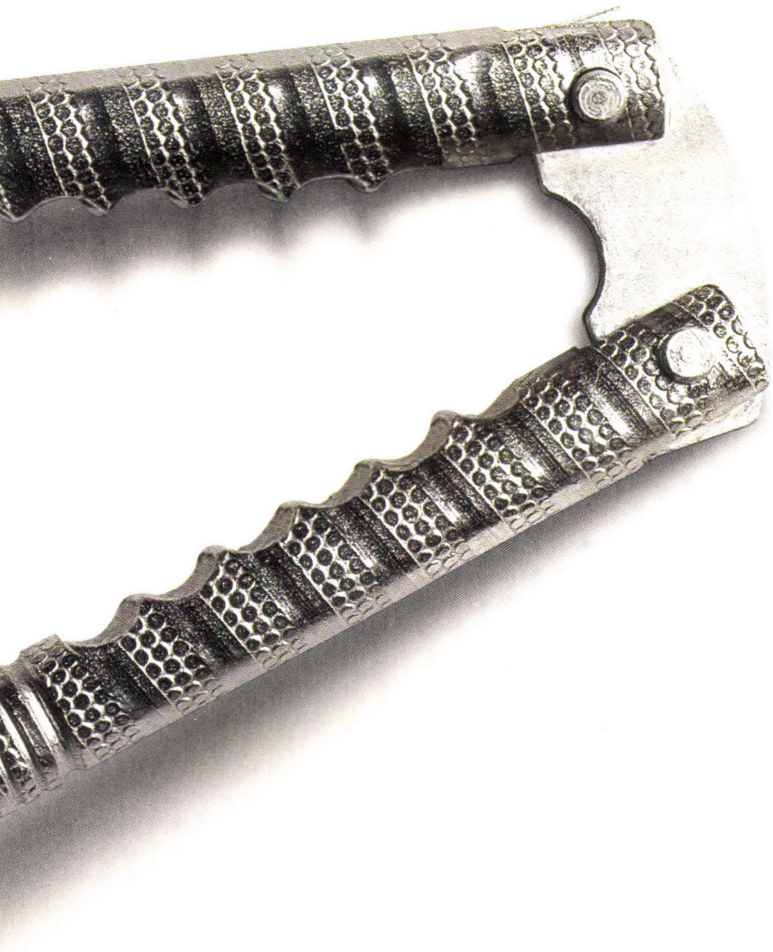


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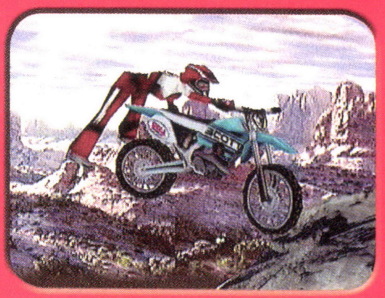
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to your, uh, toes.

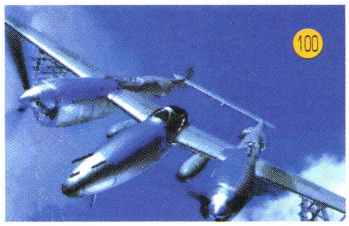
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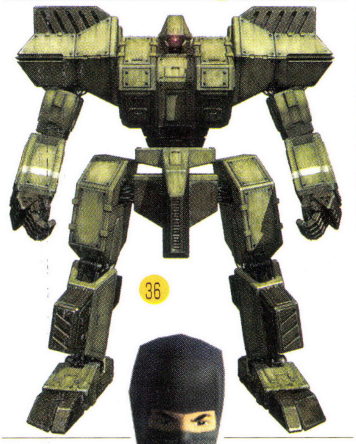
SPORTS

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Spring is here! But we're hardly ready to throw down our controllers for some fresh air; there's still a ton of games to play! We're thinking of building a sun-roof in our suite so we don't look like we just came out of a *Darkstalkers* game. In fact, a tanning bed with a Virtual Boy attached to the cover was discussed, but we don't think Nintendo would approve. How about Spring Training with Garth Brooks and the Yankees?









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TIPS & TRICKS™



MAY 2000

ON THE COVER

Gabe Logan puts on his trusty flak jacket again for 989 's *Syphon Filter 2*. Are you mice or men? Test your puzzle skills in Sega's *Chu Chu Rocket*. Our coverage of *Pokémon Stadium* continues from last issue!



QUOTE OF THE MONTH:

My Sega collection is massive!

—Del the Funky Homosapien, "Proto Culture"



Select Games 60



Cool Zone 108



Pokémon Report 110



Japan Report 112

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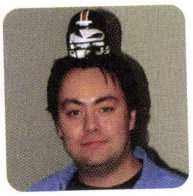
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Power Up!



Chris Bieniek would like to remind everyone to fill out the warranty card each time you buy a new video game or game system. And if the card asks which magazines you buy, be sure to check the *Tips & Tricks* box...unless it's an Acclaim product, in which case you'll have to write it in yourself, 'cause they refuse to acknowledge that we exist.
Current Favorite Games: Dive Alert, Pepsiman, 007: Tomorrow Never Dies, Army Men: Sarge's Heroes



Heartened by our latest ABC audit—an independent report of *T&T*'s sales figures—**Anatole Brown** would love to know how our numbers would change if we gave free magazines to anyone who clicked on a box at a web page...or if we had a chain of stores and shoved a subscription down the throat of everybody who ever bought a game from us.
Current Favorite Games: Legend of Mana, Ridge Racer V, NBA Live 2000, Spider-Man



Jason Wilson recently discovered additional "minus worlds" in *Super Mario Bros.*—but they only exist in the Japanese disk version of the game for the Famicom Disk System. Asked for a description of the new levels, our boy could only choke out these words: "The Princess is at the bottom of the screen, *waiting for meeeee!*"
Current Favorite Games: City of Lost Children, Super Street Fighter II Turbo, Squashed, Little Red Hood



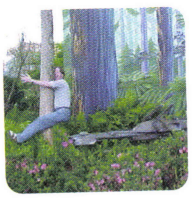
One "bad buffalo wing" from the previous night's dinner was all it took to send **Ara Shirinian** scurrying to the bathroom for a recent early-morning vomiting session. Having eaten from the same batch of wings with no ill effects, his friend Atsushi thinks that Ara just "needs to eat more vegetables."
Current Favorite Games: Mr. Driller, Drum Mania, Ridge Racer V, Guitar Freaks 2nd Mix



Please welcome the newest member of the *Tips & Tricks* staff, Art Director **Lisa Beattie**. She's only been working here for about two-and-a-half weeks, so we really don't know much about her personally...but she did order a French Dip when we went to buy sandwiches from the liquor store, so we figure she can't be a vegetarian.
Current Favorite Games: Bust-a-Move Again, Chu Chu Rocket!, Duke Nukem 3-D, Donkey Kong 64



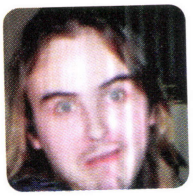
Since being stalked by a crazed *Pokémon* fan on Valentine's Day, **Charlotte Chen** has been wondering what life would be like if she hadn't taken on the role of *Tips & Tricks*' Pokémon Queen. She would definitely have fewer toys and goodies on the shelf next to her desk if she were a "normal" magazine editor, that's for sure.
Current Favorite Games: Vagrant Story, Chu Chu Rocket, Mr. Driller, Drum Mania



Pat Reynolds has been bitter and surly since he was passed up for the position of Pokémon Queen. He may not know a Slowbro from a Dodrio, but he figures that he could teach Charlotte a thing or two about maintaining a shelf full of toys. Plus, he thought he'd look good in the crown...until we told him that Charlotte doesn't really get to wear one.
Current Favorite Games: Dead or Alive 2, Crazy Taxi, Chu Chu Rocket, Resident Evil: Code Veronica



Contributor **Geoff Arnold** found that his military training gave him unique insight for his work on this issue's *Syphon Filter 2* strategy. His field training guides had better descriptions of the game's weapons than the instruction manual...and playing the game in a barracks full of "kill-crazy yahoos" definitely put him in the right mood.
Current Favorite Games: Sinistar, Joust, Elevator Action, Xybots



According to his best pal Jiminy Cricket, "**Rich Krupa** is a human animal; he is a very special breed. For Rich is the only animal who can think...who can reason...who can read. The chick goes 'B-Cawk!' and the coyote, 'Nahr-ooo,'" he explained, "the birds 'tweet-tweet' and the fish 'blubble-blup!'" And so the only human animal is Rich, Rich, Rich.
Current Favorite Games: Zombie Revenge, Crazy Taxi, Grandia, Elevator Action 2

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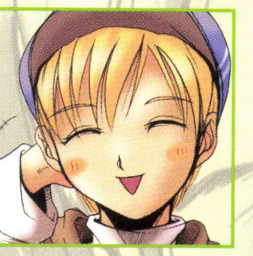
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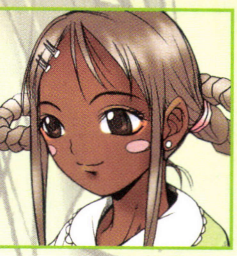
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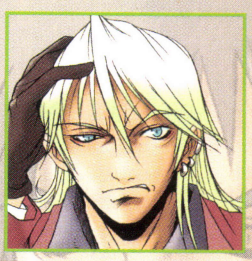


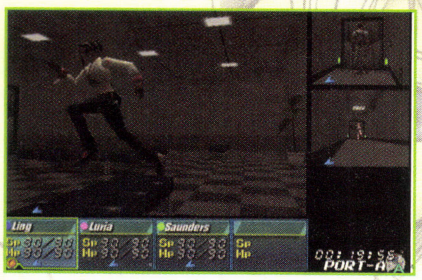


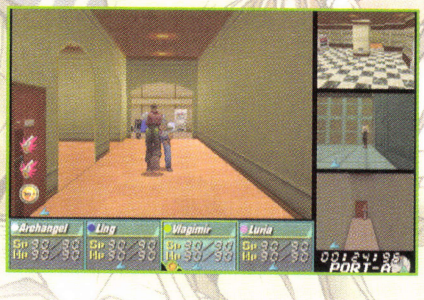
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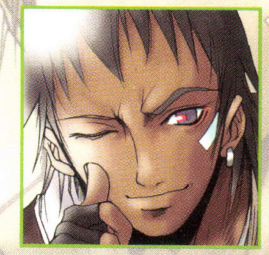
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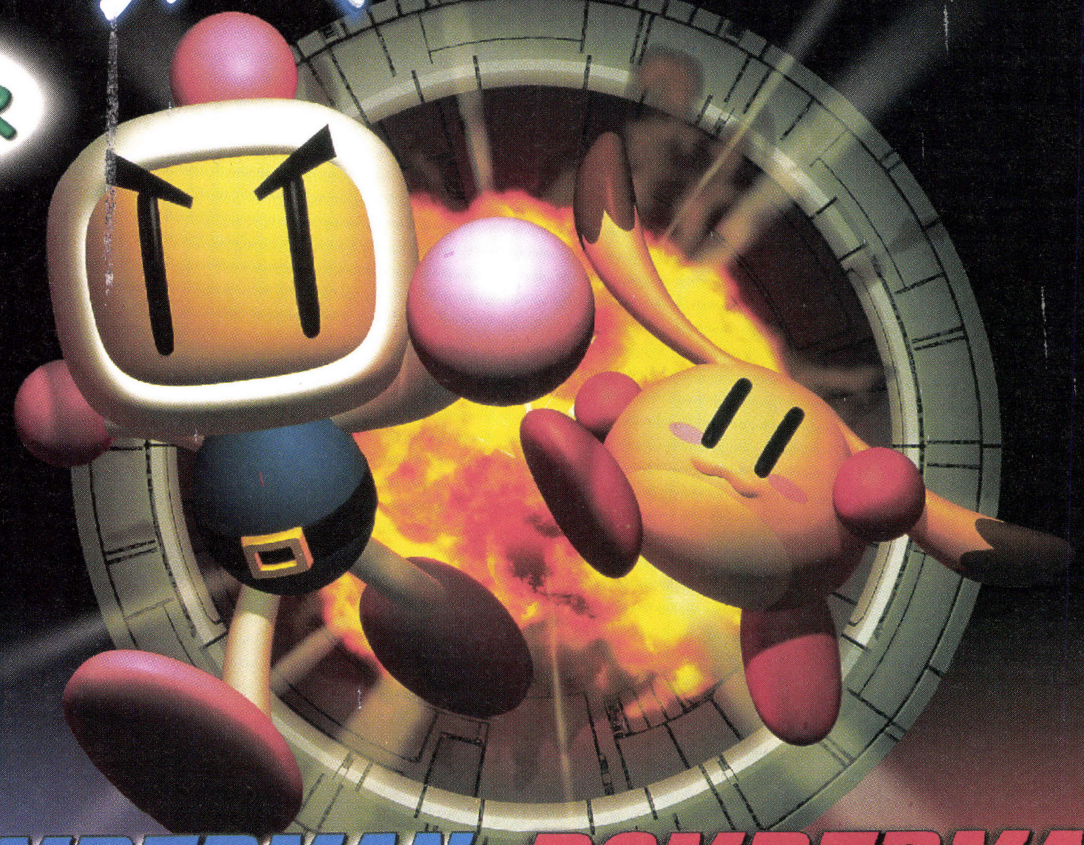
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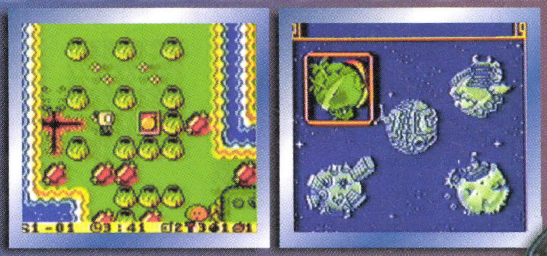
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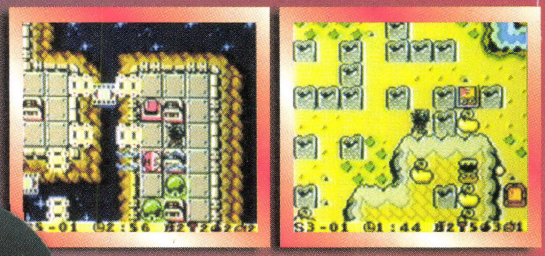
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BOMBERMAN MAX BLUE CHAMPION

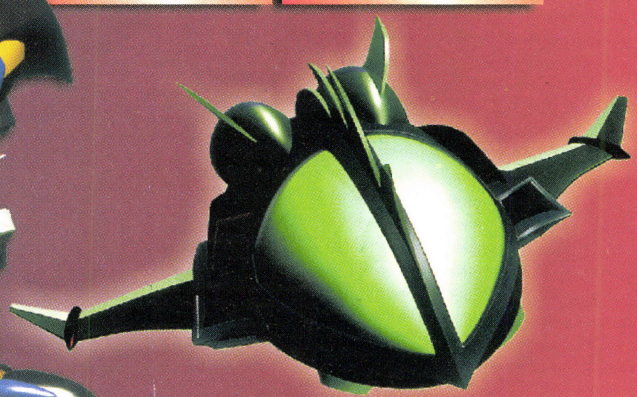
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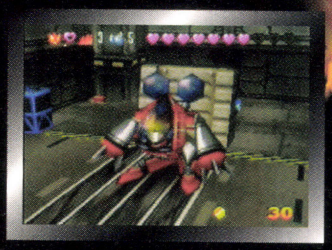


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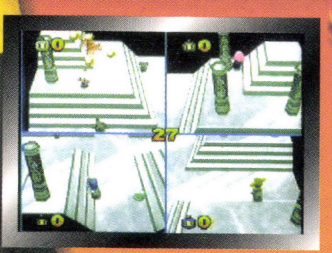
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We can't respond to individual letters, but we will write something different in this box each month, words nobody will read.

WHAT'S THE DEAL

Hi! I tried a bunch of GameShark codes I had for my game and not a single one worked. I did it all right and tried several times and nothing happened. What's the deal? Thanks for the help!

—James Cherney
Oakland, CA

Game publishers will sometimes release two or even three nearly identical "versions" of a single game over time. You won't be able to tell the difference between them, but there are often subtle revisions to the game's programming. Even the smallest changes will make most GameShark codes created for a different "version" of the game useless. This is also the reason why a set of GameShark codes might work on your copy of a game, but not on your friend's. The fact that there may be two different versions of a particular game is difficult to track because the differences are not advertised or announced; in fact, many of them are the results of program bugs or problems that the game's publisher is attempting to revise before they are even discovered. Often the only way we find out about them is when someone complains that a certain set of Game Shark codes does not work! Additionally, some codes require the use of a GameShark that is of a certain version or higher. If you have a N64 GameShark PRO (version 3.0), Interact will upgrade it for free to version 3.2. If you have a PlayStation GameShark version 2.0 or higher, InterAct will send you a free Upgrade CD which will give you the latest version of the GameShark for free. You'll have to pay for all other upgrades. For more information, you can contact InterAct directly at 410-785-4064.

HEAVENLY LARA



Greetings! How are all of you doing today? I hope you are happy and healthy. I am extremely fabulous. I admire your enthusiasm for video games. I am addicted to caffeine and video games. I was wondering if you anticipate some one producing *Tomb Raider 5* for the Sony PlayStation2 in the distant future. My favorite video games are all the *Tekken* and *Tomb Raider* games. I enjoy reading your magnificent and marvelous magazine frequently. I vehemently adore and love Lara Croft immensely and intensely with my entire heart. She is the ultimate sex symbol and perfect female specimen besides the gorgeous women of *Baywatch* in my opinion. I think she is a very voluptuous and virtuous vixen and a beautiful British babe. I aspire to acquire a virtuous woman such as Lara Croft, Belinda Carlisle, or Kathy Ireland someday in Heaven. May I please have some Lara Croft merchandise?

—Paul Denny Wright
Peoria, IL

HEAVENLY LARA, PART 2

I am a thirty-one year old Anglo-Saxon or caucasian male who enjoys reading your excellent magazine and playing fun video games. My birthday is Monday, April 3rd, 2000. My favorite foods are bacon cheeseburgers, lasagna, pizza and gourmet tacos. My favorite movies are "*Legend of Billie Jean*," "*Private School*" and "*Three O'Clock High.*" My favorite television shows are "*Baywatch*," "*Jerry Springer*," "*Greed*" and "*Millionaire*". My favorite sports are basketball, swimming and tennis. My favorite color is white. My favorite *Tekken* character is Nina Williams, because she is an extremely beautiful lady. My favorite music groups are Duran Duran, Tears for Fears and Simple Minds. May I please have a Lara Croft T-shirt if possible?

—Paul D. Wright
Peoria, IL

Sorry, but our job is to publish the #1 video-game tips magazine, not to dispense free merchandise to guys who lust after Lara Croft's cyber-bod.

DAZED AND CONFUSED

I've got a question. How do you know when you need a new Rumble Pak for your Nintendo 64? I really need to know because I think mine needs one. Either that or it's broken. Help me please.

—Julian Perez
Fort Worth, TX

Okay Julian, here's a special technique that you can use to find out if you need a new Rumble Pak. First, replace the batteries. If it still does not work, you probably need a new one.

SEVEN SHORT YEARS

I have been a subscriber to *Tips & Tricks* for seven years and I love this magazine. It has the best information on games. I love the *Japan Report*, but you've never published my letters. So I was hoping you could publish this one.

—Brandon Bannett
Aptos, CA

P.S. My dad's a general in the army, if you know what I mean.

Seven years?! Wow, that's quite an accomplishment...considering that we

TOKEN OF THE MONTH



Front



Back

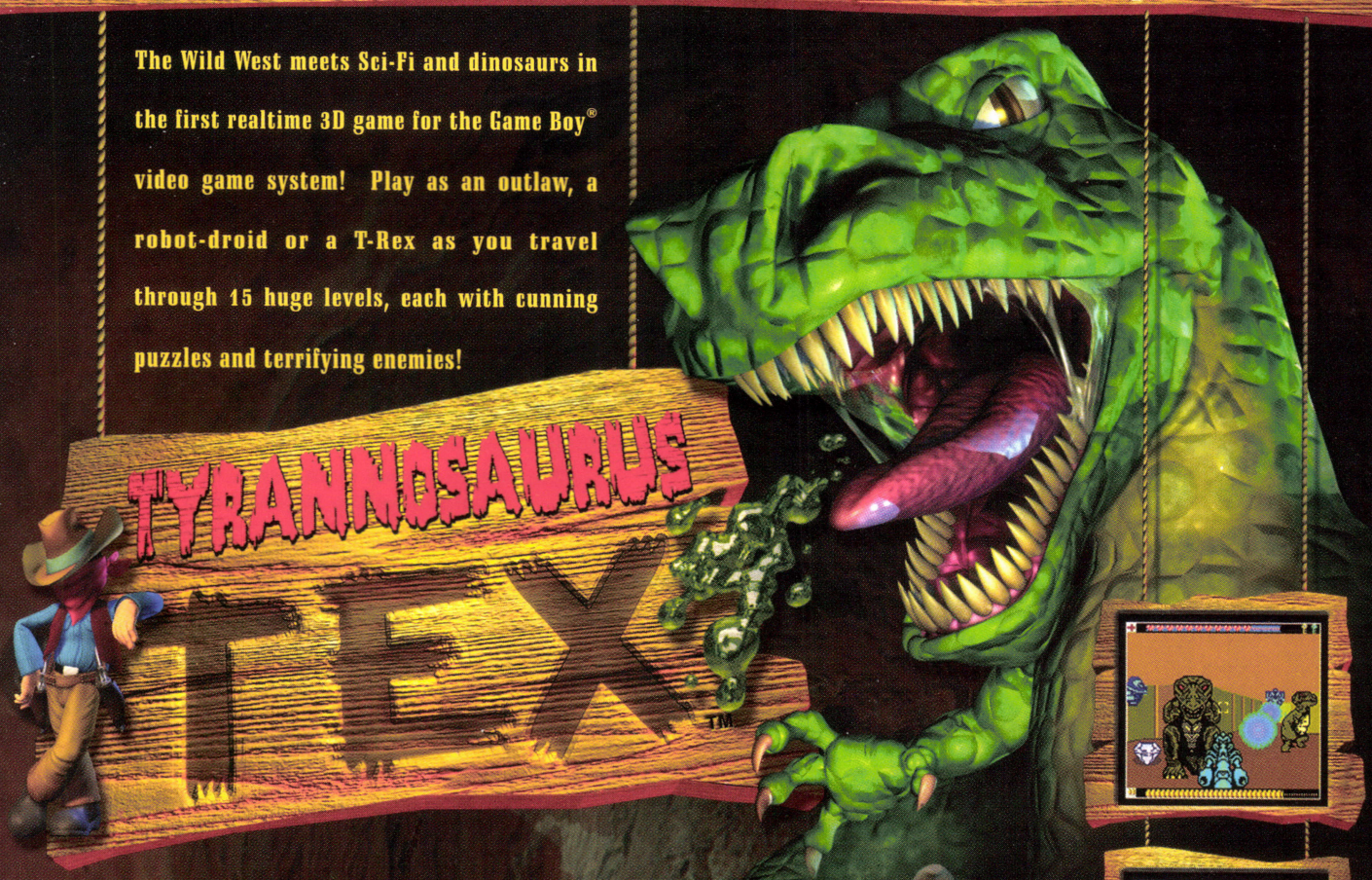
This month's token is from the Silver Coin arcade at the Kitsap Mall in Silverdale, WA. Sent in by Chris Goad, who says that he "always hits his freakin' head on the glass pillars" inside the Silver Coin because it's so dark!

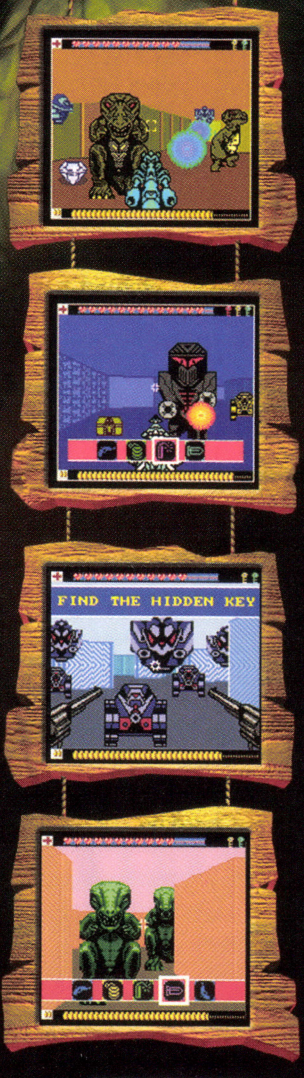
Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
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Successful Game Link cable hook-up requires two Tyrannosaurus Tex Game Paks.

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GAME BOY COLOR

SLITHERINE SOFTWARE

EIDOS INTERACTIVE



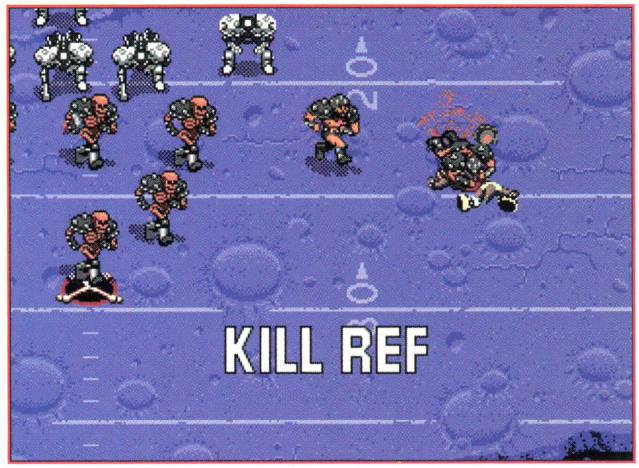
didn't even start offering subscriptions to Tips & Tricks until 1995. But we're proud to have you as a reader anyway...if you know what we mean.

MORTAL FOOTBALL

Lately, I noticed some readers giving ya some ideas about games and consoles from their imaginations. So here's my idea of a game, I call it *Sega Multiple League*. Yep, it contains more than one game, such as Soccer (although I never liked it but it's for fans), Football, Baseball, Hockey and Basketball. What's so special besides mixing games is that the winning team of any game type can play vs. the Sega owners and Mobius team. Yep, they can play at Sonic's Home. And guess what? You can knock down the refs in any game by normal hits or mild *Mortal Kombat* brutality-like moves. I'm planning to add Sonic and his friends as a secret team, "The Mobius Freedom Fighters Team." So how do you like my idea? Thank you for your time.

—Wael Salem Al-Abri
K.S.A., Riyadh

That sounds like a cool idea, Weal. It seems a lot like the old Genesis game Mutant League Football. *One of its most memorable features was a play called "Kill Referee." If you successfully ran this play you you would be penalized five yards for Murder...and your coach would say, "Great execution!"*



The "Kill Ref" play in EA's *Mutant League Football* for the Sega Genesis

SMELLY CONTROLLERS

I have a problem. It's those stinking controllers for the Nintendo 64. I don't like how the joystick is in the center and how it's so high. When I'm playing a game like *Zelda* and I'm on a ledge, I keep falling off because of the stupid joystick. I mean, it's so hard to control your character! So please tell me if there is a Nintendo 64 controller where you can use the good old fashioned D-pad instead. I don't even have an N64, but every time I play *Zelda* on my friend's I go out of my mind with rage when I keep falling of of Hyrule Castle's gates.

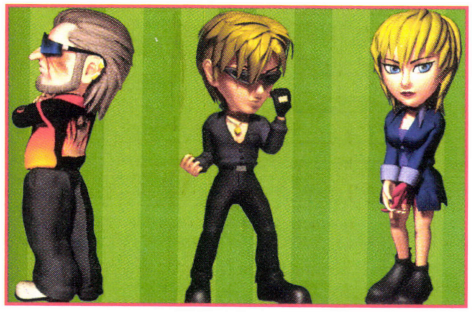
—Jason Scott
Oxford, OH

Sorry to hear that, Jason. Unfortunately, most games that primarily use the analog joystick, including Zelda, *don't allow you to configure the digital pad for your character's movement. We haven't heard of a N64 controller yet that will allow you to use the digital pad to emulate movement on the analog stick. Fortunately, some third-party controllers have analog sticks that are of a different shape than the standard N64 joystick. Maybe you should look for a third party controller that feels a little more comfortable in your hands. And to any N64 or PlayStation developers out there: Take heed! Some people don't like the analog sticks! Even if gameplay is designed to be used for either the analog stick or digital pad, the gamer should always have the option of using one or the other.*

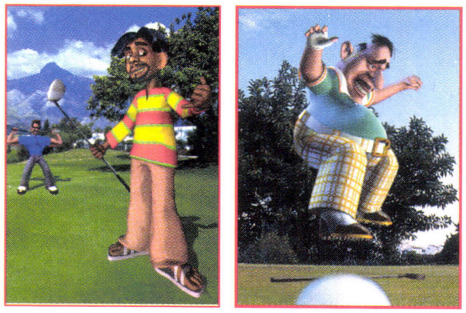


WHERE'S THE INNOVATION?

Hello, you guys out there in the video gaming world! Your magazine is the bomb! Well, here comes the real part of my letter. I have a question or concern that maybe you guys could help me with. Why are American gamers getting the short end of the stick when it comes to getting video games here? I mean, as if Fall 2000 couldn't come any sooner for us to get *Pokémon Gold* and *Silver*. By the time it comes out it will almost be one year old in Japan; that's old news. They will probably be playing *Pokémon Platinum* and *Uranus*! Don't get me wrong; I'm not showing hate towards the Japanese. I think—other than video games—the U.S. has it far better than Japan does. I just want to stop saying to myself, "Maybe I should move to Japan just to get a better video game." Is that a smart business step for Nintendo? Think about it for a minute. Nintendo can't predict Pokémon will be here in the next two years or when the phase will end. I'm not saying it's going to anytime soon; it probably won't end today or tomorrow, but sooner or later it will end. Why are countless amounts of money pumped into American markets just to have us wait for a product that may not even be released here? Is it the fact that they don't wanna risk send-



Here are some original character designs for the Japanese version of *Hot Shots Golf 2*...



and their counterparts from the recently released American version of the same game.

ing a bad product over to the U.S. and it will turn out to be a bad business move? Is it that they wanna keep American gamers happy by making the game product better than the first one? Is it the fact that they wanna see first how well it does on their territorial ground? Also: What's up with the *Pokémon Trading Card* game being delayed 'til April? The United States and Japan have the greatest bilateral relationship in the 21 century. Who has the bigger market? The U.S. or Japan? Doesn't innovation happen here in the U.S.? American gamers should speak up and tell everybody how you really feel.

—Jerrile Gordon
Midwest City, OK

Well, one of the main reasons that Japanese games appear in America much later than they do in Japan is primarily a logistical issue. Usually, developers and publishers in Japan create a game first for the Japanese market, and then they prepare it for release in other countries if they think it's worthwhile. This happens with any kind of product, not just video games. Naturally, it will be available first in the country it was created in. It has nothing to do with innovation or lack thereof. Simply, a huge proportion of video games are still developed in Japan, which is why they get all the cool stuff before us. To get the product overseas, the language has to be translated, the product in some cases has to be "Americanized," licenses may need to be obtained and so on. Sometimes the publisher feels that a number of elements of the game must be changed in order to make it more appropriate for the overseas market. This can mean changing graphics or art elements or altering the game's programming to varying degrees. Each publisher has its own idea of what kind of Japanese game will be successful in the America. A few of them try to preserve the original spirit and feel of the game. On the other hand, it seems like others try to change as many things as they possibly can, to fit their perception of the demands of American consumer. Timing is also an issue, as a publisher may wait until the Christmas season to release a game here even if it's already ready to go. Generally, depending on how much the publisher wants the game to be modified, it may take anywhere from two weeks to almost a year for a Japanese game to make it out here. For example, all of the characters in Hot Shots Golf 2 *were completely changed in the American version of the game because Sony thought that it would make the game more successful. New character designs has to be created and integrated into the game. It adds time to the development and translation cycle of the game but does it make it sell better? Judge for yourself.*

GRAN TURISMO MASTER

My name is Ken Daniel. I'm 29 and I'm a subscriber to your magazine. I was happy to know that your mag has the best info on *Gran Turismo 2*. It's been a big help in finding and purchasing all the cars I've wanted. Believe me, it's a lot more accurate than *Expert Gamer*'s strategy...but I did find one error so far. In the "Top 5 Highest hp Cars," maybe it should read top 6 instead, or maybe kick out the Speed 12 which is 809 hp and replace it with the Nissan R390 GT1 Road Car. Like most special cars in the game, I've noticed that they can still have parts added to them after you've purchased them. After I purchased the car, I took it over to the tune-up shop and got 837 hp. This car should be ranked number three behind the Escudo Pikes Peak Version. Now I haven't yet won the Speed 12 to see if it can be modified, but hold on and I'll go check...I've just finished racing for the Speed 12, scoring first place, and no! The Speed 12 can only be weight reduced and racing modified, which makes the R390 the number four car.

—Ken Daniel
San Diego, CA

Thanks for your comments, but please look at that page in the GT2 *strategy more carefully (March 2000, page 104). That list of the top five highest hp cars only contains the hp of* untuned *cars. This means that we did not include the hp of cars after any parts were purchased, whether or not a car was able to be tuned further after buying or obtaining it.*

WHERE'S THE SELECT BUTTON?

I know this is a pretty dumb question, but I'm confused. Why doesn't the N64 console have a **SELECT** button, like Super Nintendo or PlayStation? *Tips & Tricks* rules all magazines!

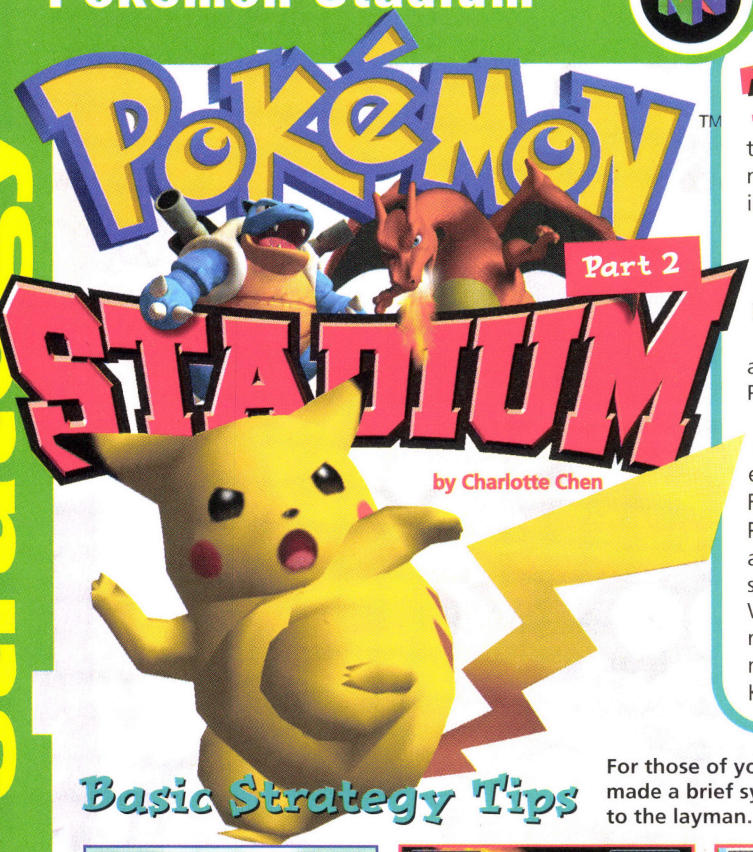
—Erick J. Pena
Takoma Park, MD

Not all consoles have a ***SELECT*** *button on their controllers. Nintendo systems traditionally used to, until the N64. On the other hand, Sega's consoles never had a* ***SELECT*** *button. In fact, the Sega Master System controllers didn't even have a separate* ***START*** *button! Indeed, the* ***SELECT*** *button is one of the least-used buttons in video games and serves almost no function in most of them. Besides that fact, another reason why the* ***SELECT*** *button is absent on some consoles may be for purposes of minimizing cost.*



This is the original Sega Master System controller. No SELECT button...and the 1 button doubles as the START button!

Pokémon Stadium



by Charlotte Chen

The *Pokémon Stadium* soundtrack is constantly reverberating in my brain, but the relentless cacophony doesn't bother me anymore—the tunes help me shoot the curl in the Pikachu surfing mini-game. Oh, did I mention that you can get Surfing Pikachu in *Pokémon Stadium*? There's also the little matter of an Amnesia Psyduck, multiple options in the GB Tower and four-player battles...so get ready to sink your teeth into Round 2.

Last issue I identified approximately 11 different areas in *Pokémon Stadium* and wrote about six: Professor Oak's Research Lab, Gallery, Round One Tournaments, Round One Gym Leader Castle, Vs. Mewtwo and Rental Pokémon. I'll cover five more elements in this issue: Battle Now!, Event Battle, Free Battle, GB Tower and how to earn Amnesia Psyduck and Surfing Pikachu. That's already eleven areas, but *Pokémon Stadium* had a few tricks up its sleeve so the area count has increased to fourteen. We can't get everything into this issue, but next month we'll cover the remaining Round 2 Tournaments, the Round 2 Gym Leader Castle and the Kid's Club.

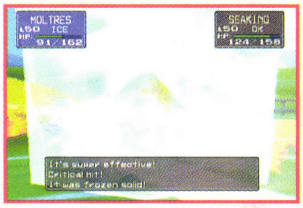
Basic Strategy Tips

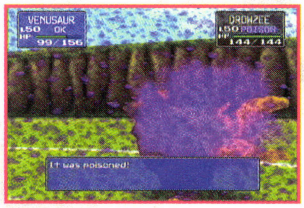
For those of you who are new to the world of Pokémon battles, I've made a brief synopsis of battle tips that won't be immediately obvious to the layman. Experienced players can skip this section.



1. When your Pokémon is "seeded" with the Leech Seed attack, it will continually lose hit points that heal the opposing Pokémon. This will continue even after the opposing Pokémon that used "Leech Seed" on you in the first place is knocked out. The effect of seeding will end only if you switch out the seeded Pokémon.







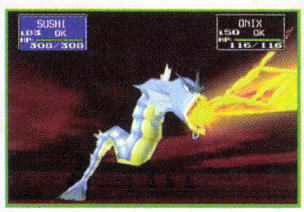






2. Poison, paralyze, burn, ice, and sleep are all status effects that cannot be combined with each other. If a Pokémon is poisoned, it can't be paralyzed, etc. The status problems that CAN combine with these effects are Confusion and Leech Seed.

3. Poison and Leech Seed damage the affected Pokémon after every round. The only time the Pokémon doesn't take damage is in a turn where it completely knocks out the opposing Pokémon.



4. Although the Hyper Beam is powerful, it forces the Pokémon that delivers it to lose one turn immediately afterward to recharge.

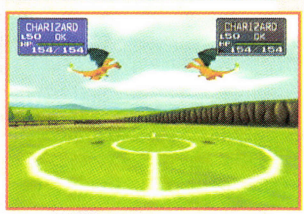












5. You cannot hit a Pokémon that used Fly or Dig with anything except Swift. If both you and your opponent use Fly or Dig, the second Pokémon to move will get the hit since the first Pokémon will have already returned to the surface.

VII. Battle Now!



If you've been chomping at the bit to see some 3-D Pokémon action, then start out in Battle Now! This feature allows either one player to compete against the computer or two players to compete against each other. The catch is that you don't get to use your own Pokémon and the computer will randomly select both teams. Usually the computer's selection will consist of a well-balanced team of different types of Pokémon, so you will get a quick indoctrination into the strengths and weaknesses of various Pokémon types. For example, one randomly selected team included Electabuzz, Pidgeot, Victreebell, Rapidash, Dewgong and Rhydon. You don't earn trophies or prizes for winning these battles, so you can basically view this arena as a practice stadium for novice Pokémon trainers.



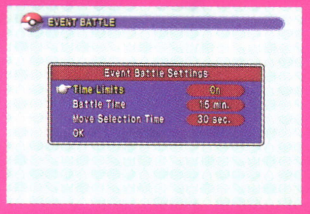


VIII. Event Battle



If you're tired of hearing your friends claim that their Pikachu can kick your Pikachu's butt, load up on some pharmaceuticals in the Celadon Mart inside *Pokémon Red*, *Blue* or *Yellow* and tell them to bring it on. Playing against a human opponent is much more challenging than any of the other battles—and even though you don't get a trophy for winning, you do get bragging rights, which is infinitely more satisfying. Unfortunately, the Event Battle will only accommodate two players...and both players must have a Transfer Pak connected to their controllers. The six Pokémon in each player's party are chosen to compete in one of four different battle modes: Petit Cup, Pika Cup, Poké Cup and Prime Cup. *Pokémon Stadium* will inform you if any of your Pokémon do not qualify to compete in the battle mode that was selected (you can select to read the rules if you don't understand why your Pokémon was rejected). There's also an option to set Time Limits in Event Battle settings; these will limit how long the battle takes and how much time each trainer gets to choose their next move. Battle time can be set in increments of five minutes and ranges from five minutes to 90 minutes. The amount of time granted to select your next move can be set in increments of 10 seconds and ranges between 10 and 90 seconds. If you don't want time constraints—and you think your opponent won't be an annoyingly indecisive player—you can turn off the time limits completely.

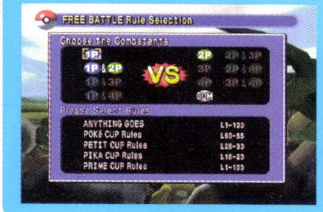




IX. Free Battle



Free Battle is one of the only areas in *Pokémon Stadium* where you can play with up to four players. You do not need four transfer paks; all you need is four controllers. Through Free Battle you may select any Pokémon to participate on your team, even Pokémon that belong to other players. This means that all four players can select from one Game Boy pak; if Player One chooses his Mewtwo...screw that, you can choose his Mewtwo also! Another notable aspect of Free Battle is the Anything Goes battle mode, which adds the alternative of using more than one of the same Pokémon on your team. The different permutations of four-player action involve playing tag-team style, two against two. You can also choose to compete against the computer, but the largest team can only consist of two players against one. There's no four-player-against-one computer option, but that kind of play is just for lowdown dirty cowards, anyway. The computer is pretty much a "gimme" in this game since you choose its team of Pokémon.





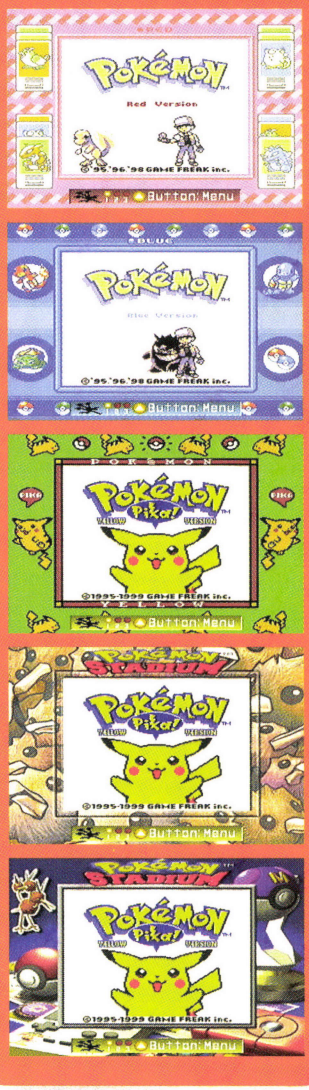


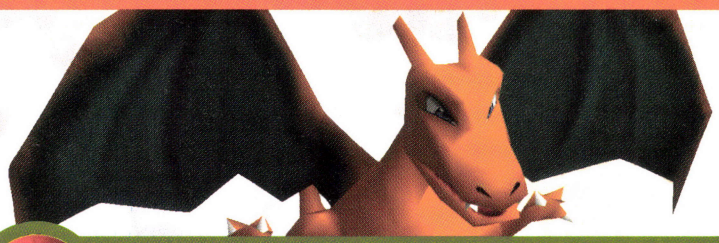
Pokémon Stadium

X. GB Tower

The most useful feature of *Pokémon Stadium* is the ability to play *Pokémon Red*, *Blue* or *Yellow* through the Transfer Pak on your television screen. Since you cannot earn experience in *Pokémon Stadium*, if you're having trouble beating a particular tournament, the easiest thing to do is go back to the GB Tower and level up your Pokémon. One minor thing to note is that even if your Pokémon Game Boy title is loaded into a transfer pak on a second, third or fourth player controller, you can control that game with the first player's controller. Since the transfer pak can make the controller a little heavy for long hours of play, it's easier to just leave the game in a different controller and play with the first player controller. There are three speeds of play available in the GB Tower. The first mode plays at the same speed as the regular Game Boy and uses a default background. If you earn four trophies in the Round 1 Poké Cup or the Prime Cup tournament, the GB Tower will transform into the Doduo Tower. This second mode gives you the option to play at double the speed of the regular Game Boy and changes the background to Doduo Wallpaper. If you earn four trophies in the Poké Cup and the Prime Cup tournament, the Doduo Tower will transform into the Dodrio Tower. This third mode gives you the option to play at three times the regular speed and changes the background again. You can toggle between both the backgrounds and the speeds. Pressing the Z button will change the background, while pressing the C◀ button will increase or decrease the speed of the game.







XI. Surfing Pikachu and Amnesia Psyduck

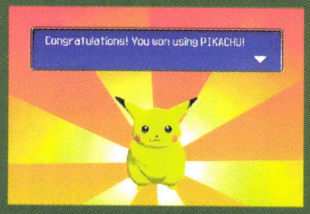


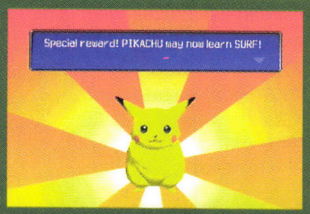
A. Surfing Pikachu

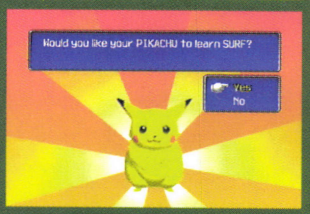
You can get Surfing Pikachu by defeating the Round 2 Prime Cup Master Ball tournament if you meet the following conditions:

1. You must use your own Pikachu from *Pokémon Red, Blue* or *Yellow*.
2. Pikachu must participate in every battle.
3. You cannot use any continues.
4. Do not have any rental or registered Pokémon in your party.

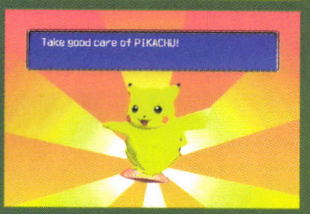
After you defeat the last trainer and get the Round 2 Master Ball trophy, a screen should come up with Pikachu and the option to teach it Surf. If you own *Pokémon Yellow: Special Pikachu Edition* you can play the mini-game *Pikachu's Beach* at the Surfing Dude's house, which is located due south of Fuchsia City. If Pikachu knows Surf, as soon as you enter the home, Surfing Dude will ask if you want to go surf. Read the three posters hanging on the Surfing Dude's wall to get some tips on how to Surf. Use the control pad to make Pikachu do flips. Once Pikachu reaches the end of one run, his score will be tallied. Check out the Summer Beach printer in the corner of Surfing Dude's house to look at your high score. You can also print out the results if you own a Game Boy Printer.

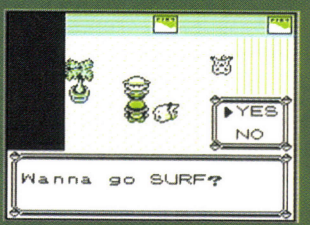










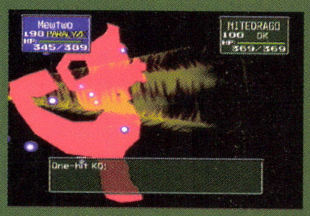






Prime Cup Tournament-Round 2

Level 1-100 (All Enemy Pokémon are level 100)



This is the essential tournament, the one you must win in order to have even a chance of earning the right to teach your Pikachu to Surf. The Prime Cup Tournament is open to all Pokémon, but since the enemy will always be at Level 100, it behooves you to have Pokémon that can contend at that level. The tournament has four parts: Poké Ball, Great Ball, Ultra Ball and Master Ball. The same set of eight trainers will face you in each competition: Cueball, Judoboy, Gambler, Rocket, Lab Man, Cool ♀, Birdboy and Cool ♂. These trainers will use the same types of Pokémon throughout the different Balls. The following is a brief synopsis of their battle techniques.



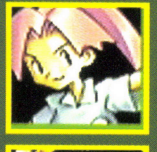
















- ***Cueball***—He usually has a team that consists of bug-type Pokémon.
- ***Judoboy***—He will use mostly fighting Pokémon. A signature move of all his Pokémon is Focus Energy; since each of his Pokémon normally does this in the beginning of a battle, you get a chance to get in a hit before him.
- ***Gambler***—He depends on the luck of the draw; Metronome, Guillotine, Horn Drill and Fissure are his typical moves. Metronome is like roulette; the Pokémon that uses it will have a chance to use any of all the possible moves of any Pokémon, even moves that do not match its type. The problem is that you never know what will come up. Guillotine, Horn Drill and Fissure are highly inaccurate attacks that usually miss about 70% of the time. If they connect, Gambler gets a huge payoff with a one-hit KO against any Pokémon. Gambler will use Body Slam, Thunder Wave or Glare to paralyze your Pokémon first to increase his chances of getting a hit.
- ***Rocket***—He uses typical Team Rocket Pokémon: poisonous and rock-types.
- ***Lab Man***—He has some of the more unusual Pokémon, like Porygon, Ditto and fossil types. Ditto is easily defeated if you make it transform into one of your weaker Pokémon.
- ***Cool ♀***—Uses a combination of grass-type and water-type Pokémon.
- ***Birdboy***—All of his Pokémon can fly, so electric-type Pokémon work well against him. Watch out for Fly; bear in mind that if two Pokémon use Fly against each other, the second one to move will get the hit. He's dangerous in the Great Ball and the Master Ball because of his Zapdos, which is a flying Pokémon that's strong against electric attacks.
- ***Cool ♂***—The only ball where he doesn't use all fully evolved Pokémon is in the Poké Ball. He will always have six different types of Pokémon, so watch your types and switch out any Pokémon with a weakness. In the Master Ball he'll have two Pokémon that can heal themselves; Mew has Softboiled and Starmie has Recover. Make sure one of your Pokémon also knows a healing technique.

Pokémon Stadium

1. Poké Ball

Cueball
Magikarp, Caterpie, Squirtle, Weedle, Growlithe, Charmander

Judoboy
Machop, Nidoran ♂, Beedrill, Rattata, Eevee, Cubone

Gambler
Geodude, Magmar, Clefairy, Abra, Drowzee, Mr. Mime

Rocket
Ekans, Graveler, Grimer, Nidoran ♀, Horsea, Goldeen

Lab Man
Jigglypuff, Pikachu, Oddish, Tentacool, Meowth, Dratini

Cool ♀
Paras, Bulbasaur, Bellsprout, Magnemite, Psyduck, Poliwag

Semifinal: Birdboy
Articuno, Zubat, Pidgey, Spearow, Doduo, Butterfree

Final Battle: Cool ♂
Vulpix, Seel, Voltorb, Sandshrew, Ditto, Koffing

2. Great Ball

Cueball
Venonat, Metapod, Kakuna, Charmeleon, Wartortle, Krabby

Judoboy
Hitmonchan, Mankey, Machoke, Hitmonlee, Raticate, Nidorino

Gambler
Lickitung, Kingler, Diglett, Seaking, Poliwhirl, Nidorino

Rocket
Kabuto, Omantye, Golem, Rhyhorn, Onix, Muk

Lab Man
Dragonair, Tangela, Weepinbell, Arbok, Ponyta, Shellder

Cool ♀
Gloom, Parasect, Ivysaur, Magneton, Golduck, Seadra

Semifinal: Birdboy
Zapdos, Farfetch'd, Pidgeotto, Dodrio, Venomoth, Gastly

Final Battle: Cool ♂
Ninetales, Gyarados, Raichu, Sandslash, Jynx, Persian



3. Ultra Ball

Cueball
Beedrill, Parasect, Arcanine, Omastar, Blastoise, Pinsir

Judoboy
Primeape, Machamp, Scyther, Nidoking, Marowak, Poliwrath

Gambler
Kadabra, Staryu, Slowpoke, Hypno, Wigglytuff, Exeggutor

Rocket
Weezing, Rhydon, Clefable, Tentacruel, Dewgong, Cloyster

Lab Man
Chansey, Porygon, Alakazam, Starmie, Snorlax, Exeggutor

Cool ♀
Vileplume, Victreebell, Venusaur, Electabuzz, Slowbro, Kabutops

Semifinal: Birdboy
Moltres, Fearow, Pidgeot, Golbat, Aerodactyl, Haunter

Final Battle: Cool ♂
Electrode, Gengar, Lapras, Dragonite, Charizard, Dugtrio

4. Master Ball

Cueball
Scyther, Ninetales, Cloyster, Jynx, Raticate, Fearow



Judoboy
Machamp, Pinsir, Hitmonlee, Flareon, Vaporeon, Jolteon



Gambler
Tauros, Rapidash, Dugtrio, Dragonite, Arbok, Nidoqueen



Rocket
Nidoking, Golem, Slowbro, Sandslash, Vaporeon, Weezing



B. Victory Palace and Amnesia Psyduck

Professor Oak will give you Amnesia Psyduck as a prize if you get all 151 Pokémon into the Hall of Fame, showcased inside the Victory Palace. If you're concerned about the 151st character, don't worry. Mew will be available for rent, but only in the Round 2 Prime Cup Tournament. The only Pokémon you cannot rent in *Pokémon Stadium* is Mewtwo, but it can be caught in all the Game Boy Pokémon titles. For those few of you who haven't learned this already: Mewtwo is in the unknown dungeon, a cave that lies to the west of Cerulean City. This cave will not be accessible until after you have defeated the Elite Four and Gary—and you will need at least one Pokémon that knows Surf, since the cave can only be accessed by surfing. When you find Mewtwo, instantly use the Master Ball you obtained at Silph Co. in Saffron City. If you don't have the Master Ball, don't worry; Mewtwo can still be caught if you're armed with sleep attacks and a huge cache of Ultra Balls. Getting all your Pokémon into the Hall of Fame is arduous, but not impossible. I found that the easiest way was to use Mewtwo (or your strongest Pokémon) and five other Pokémon in rotation to continually beat the Round 1 Prime Cup Master Ball tournament. The only time you would need to play in Round 2 to get a Pokémon into the Hall of Fame is if you don't own a Mew, because the only area of *Pokémon Stadium* where Mew can be rented is in the Round 2 Prime Cup. You can also get into the Hall of Fame by beating the Poké Cup Master Ball tournament, the Pika Cup, the Petit Cup or Gym Leader Castle.









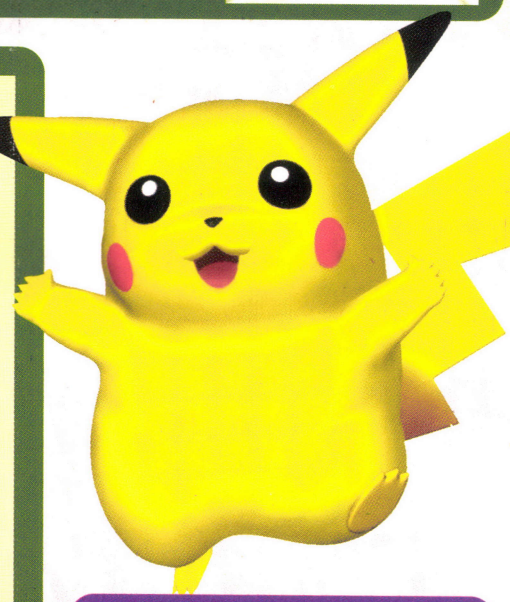
Lab Man
Tentacruel, Ditto, Gengar, Rapidash, Kabutops, Electabuzz

Cool ♀
Venusaur, Victreebell, Lapras, Electrode, Alakazam, Snorlax

Semifinal: Birdboy
Articuno, Moltres, Zapdos, Charizard, Gyarados, Aerodactyl

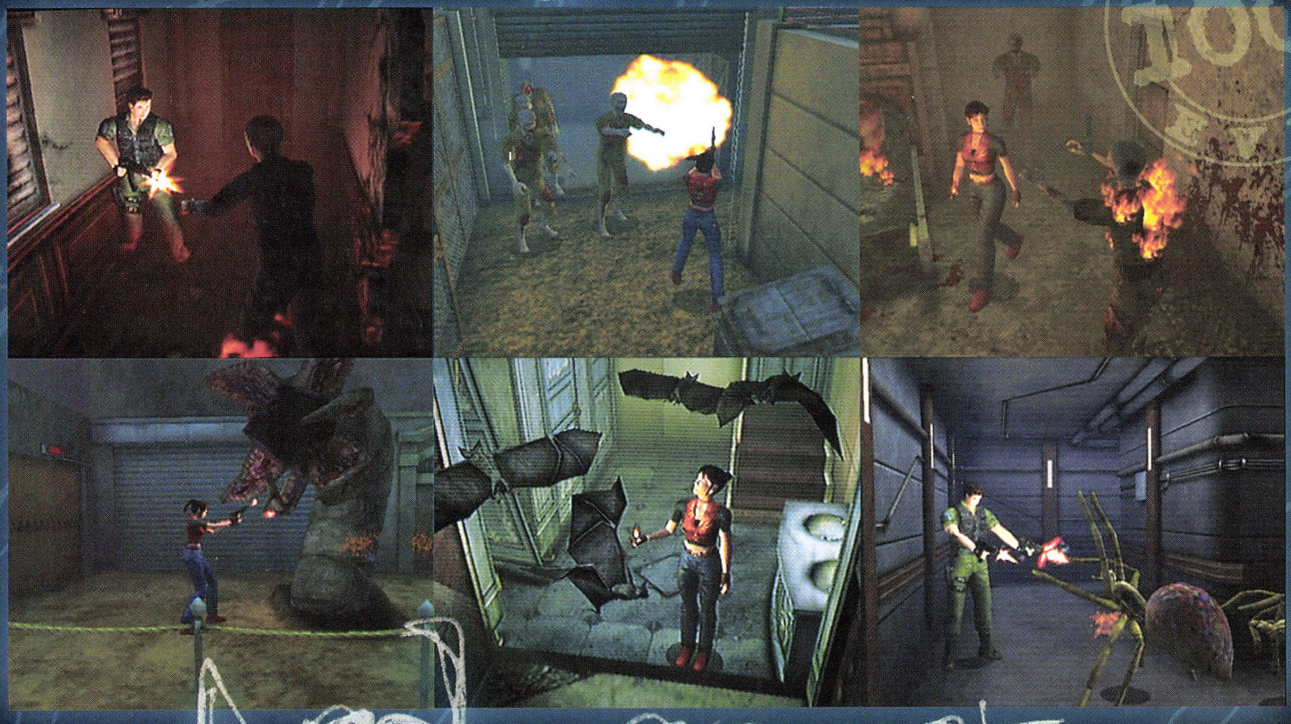
Final Battle: Cool ♂
Mew, Starmie, Exeggutor, Tauros , Rhydon, Jolteon





It's not over yet! Next month we'll wrap up our Pokémon Stadium *coverage with the Round 2 Gym Leader Castle and the Pika, Petit and Poké Cup tournaments. In the meantime, just grab a copy of* Pokémon Yellow *and relax at Pikachu's Beach with the Surfing Dude.*

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MATURE M — CONTENT RATED BY ESRB — Animated Violence, Animated Blood and Gore

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Chu Chu Rocket!

by Ara Shirinian

Chu Chu Rocket! is the first console game that was designed for play online. Network gaming has finally arrived on the Dreamcast. Want to crush your opponents? Just check out the strategies on these pages and you'll be racking up wins in no time!

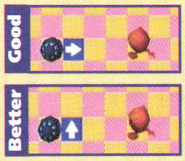
Advanced Strategies

The information below applies to all gameplay modes except when noted otherwise.

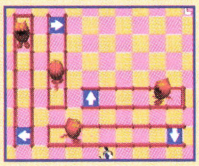
Panel Placement

During a battle, each player can only lay down three panels at a time. Whenever you lay down a fourth panel, the first panel you laid down will disappear. Additionally, a panel will automatically disappear after 10 seconds. You can use this effect to your advantage in a number of ways. First, you can lay down three panels in a shorter time period than 10 seconds. In situations where you want to remove a particular panel, it may be faster to do it by placing three panels elsewhere instead of waiting for one to disappear.

Deflecting Cats

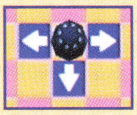


There are basically two ways to move a cat that is heading toward your rocket. You can lay down a panel that's pointing toward the cat to turn it around, or you can lay down a panel that's pointing perpendicular to its path. The latter strategy is much, much better. This is because a panel will disappear automatically if a cat runs into it head-on twice. If other players are trying to lead the cat to your rocket, a head-on arrow will only be a short-term solution.



Panels in One Panel-Wide Areas

If the topology is right, you can make right arrows act just like down arrows, left arrows act just like up arrows, down arrows act just like left arrows and up arrows act just like right arrows. This is better than using the arrow panels directly because you can avoid making a cat run head-on into a panel. In the example here, all four cats are trapped permanently in their respective areas. This technique is especially useful in difficult puzzles.



Defending Your Rocket

Once you start winning by a large enough margin, it will become more important to avoid cats than it is to collect mice. In general, if you're winning by more than 100 points, you should be in a totally defensive posture unless there are no cats on the screen at all (for example, during Mouse Mania!). The best way to defend your rocket is to put panels on three of the adjacent squares. You must leave one side exposed, so leave the safest side open, or keep putting panels down on the empty space to rotate the the open side. Don't get too comfortable, though. If one or more of the other players accumulate enough score, it won't be to your advantage to stay on defense.

Ignore Cats!

Sometimes it's better to just ignore the cats than to try to change their direction. If all of the players have under 50 points, allowing a cat to enter your rocket is only a small penalty. At times, the cost of this penalty is smaller than the cost of laying down panels in a different pattern and disrupting the flow of mice into your rocket.

Priorities

Usually, you will want to just concentrate on drawing mice to your rocket as fast as possible. Don't try to screw the other players up or to draw cats toward their rockets, since that won't really increase your score. The only situation where you would want to do that is when one of your opponents is leading by a wide margin. In general, when scores are high, collecting a cat becomes a huge penalty. When scores are low, you can generally ignore cats.

Never Give Up!

Especially during network play; I've seen a lot of players just give up when there are 30 or so seconds left and they're losing badly. Just because you don't expect to make a comeback doesn't mean you can't! There are a lot of random elements in the game and any combination of them can line up in your favor at the last moment.

Stage Challenge

This mode consists of 24 stages, plus a final 25th stage that becomes accessible after you finish the first 24. All of these stages can be completed by one player, although it may be easier to use two players and work together. See if you can beat the record times on the *Chu Chu Rocket!* Network!

Secrets

Here's a list of all the different things you can unlock in the game. You can find the solutions to all of the puzzles at the end of this strategy. Remember, you can change the mice to the different characters that you have already unlocked from the "Options" menu.

Do this...	To get this...
Complete all Normal puzzles	Unlock Hard puzzles
Complete all Hard puzzles	Unlock Special puzzles
Complete all Special puzzles	Unlock Mania puzzles
Complete all Mania puzzles	Unlock Pian characters
Complete Stage Challenge	Unlock Chao characters

Network Play

Playing *Chu Chu Rocket!* over the network is surprisingly different from the normal game. Although all the rules are the same, there's a lag time of anywhere between one and ten seconds. This means that it will take that long for a panel to appear on the screen after you press a button. Lag time is determined by the slowest player's connection to the network. There's no way to really tell if you have a slow connection and you can't do much about it, either. All the other players' connections will automatically slow down to match that of the slowest one. Unfortunately, the speed of the game doesn't slow down to compensate. This changes the dynamics of gameplay quite a bit.

Lag Time

Most of the time, if a cat is three squares away from your rocket and is walking toward it, in a normal situation you could put a panel down to deflect it. However, when you're online, you won't be able to do anything at all to stop the cat. You'll have to think at least five or six squares ahead to direct the cats properly, and more than eight squares ahead if you want to direct the mice accurately. What's worse, the lag time can vary between games and you have no way of predicting what it will be. A skilled online player will be able to compensate for this by recognizing how long the lag time is and adjusting his or her actions accordingly. The key is to not waste time trying to redirect characters that you won't have time to influence. Instead of following that cat and furiously tapping the button in vain, take your losses and concentrate on what's ahead!

Automatic Disconnection

While on the network, if you don't press any buttons for three minutes, you'll be automatically disconnected. A warning will appear when you have not pressed any buttons for two minutes and 40 seconds.

Online Etiquette

Here are a few rules that I suggest everyone follow while online. There are many ways to take advantage of the system, and many people have tried them all before. Don't think you're really clever or smart if you find a way to cheat, because you won't get anything good out of it and people won't want to play against you.

- Don't reset your Dreamcast or pull the modem cable out while in the middle of a game. This technique is used by some people who are about to lose. The purpose of it is to prevent the computer from recording someone's wins or losses. This is extremely rude and it's a sure way to tick your fellow gamers off. Don't be a sore loser!
- Ask the players in a Game Room before starting a game. Some players don't care who they play against, while others want to play only against human opponents. If there are less than four people in the room when a game starts, computer players will take the remaining spots. This is undesirable because it's really lame when the computer wins. Make sure everyone in your room is ready before you start the game.
- During a battle, ganging up on the player who is currently winning is a normal part of gameplay. However, deliberately conspiring with one or two other players before the game starts to gang up on one guy for an entire match is unfair unless everyone knows about it beforehand. The game is not two-on-one or three-on one. It's everyone for themselves! If you do this, you won't be able to improve your ranking anyway.

Online Records

(as of March 16)

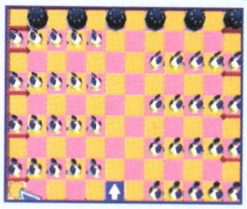
Here are some of the top world records. See if you can beat these guys!

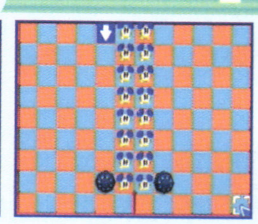
Top 5 Wins (USA)		Top 5 Wins (Japan)		Top 5 Stage Challenge Times (USA)		Top 5 Stage Challenge Times (Japan)	
1. The-Heave HAVEN	499	1. sliver	2,341	1. Flyojumper	3'09"	1. pocky	2'59"
2. ChuChuMaster	417	2. lupin III	1,992	2. Cheesemaster	3'13"	2. daikan	2'59"
3. BV111	411	3. TAKA!	1,851	3. Dan	3'29"	3. fumio	3'06"
4. OnSlaught_DDT	388	4. PiPi5	1,830	4. *****KiLLLER	3'36"	4. chuta	3'06"
5. OperationIvy	350	5. ULM505	1,780	5. KEES	3'38"	5. futa	3'11"

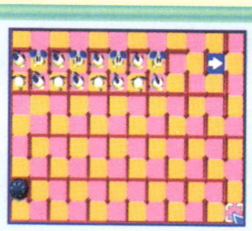
Puzzle Mode Solutions

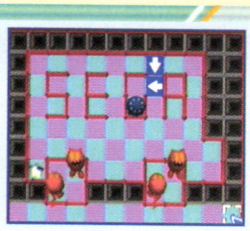
Remember, some puzzles have more than one solution. This isn't an exhaustive list of all possible solutions. In some cases when it's impossible to tell what panel is under a character, the image of that panel is superimposed on top.

Normal Puzzles

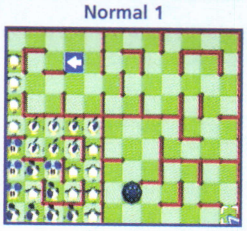

Normal 1

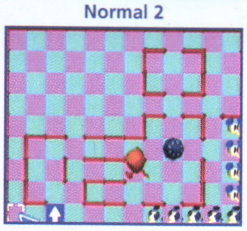

Normal 2


Normal 3

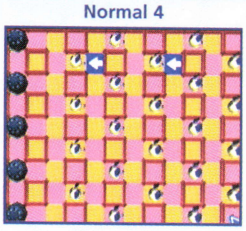

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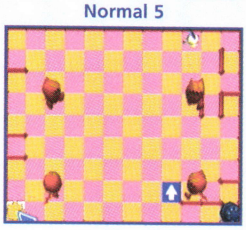

Normal 5


Normal 6

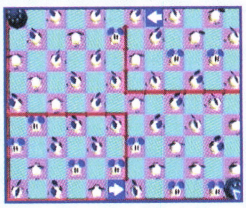

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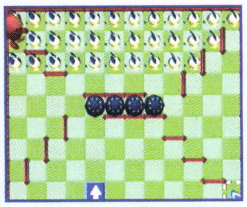

Normal 8

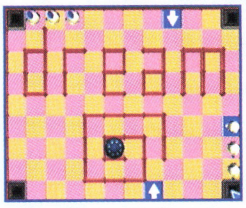

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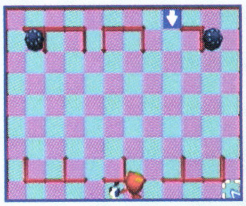

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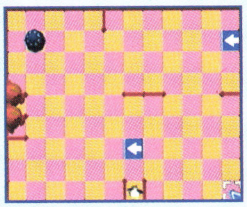
Normal Puzzles cont.

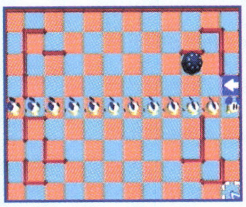

Normal 11

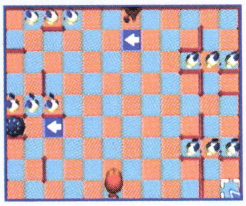

Normal 12

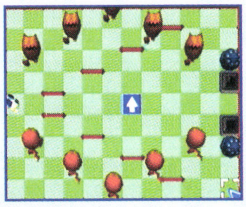

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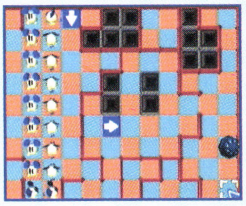

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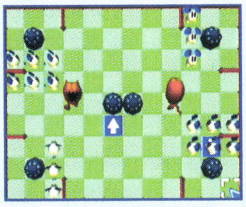

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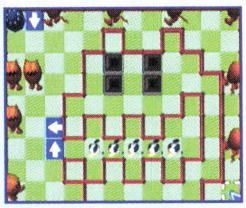

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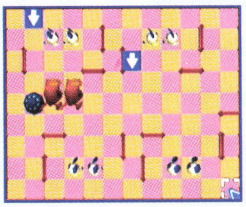

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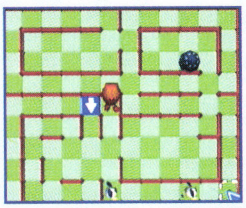

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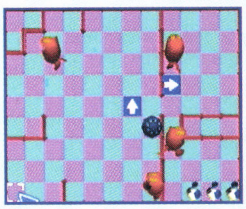

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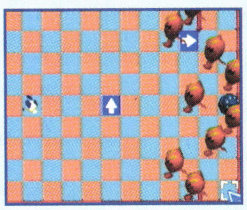

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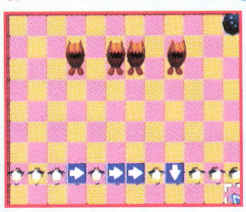

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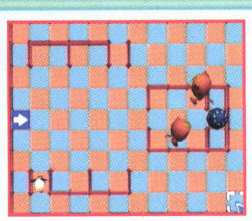

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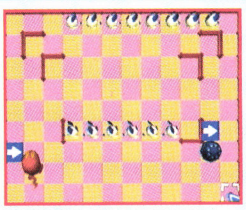

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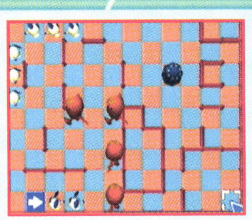

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Hard Puzzles

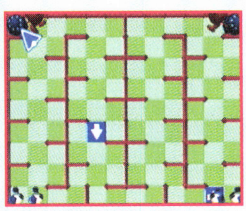

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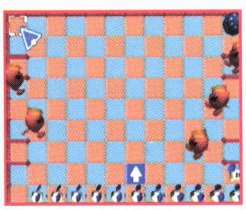

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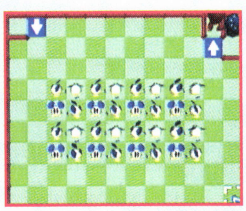

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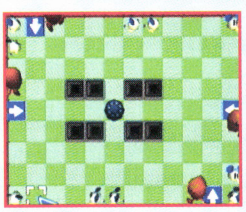

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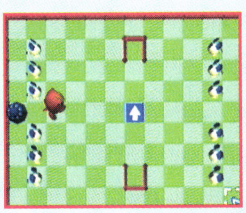

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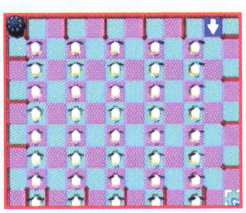

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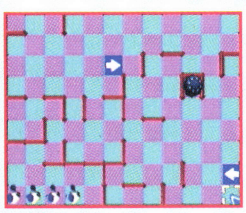

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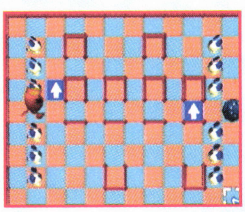

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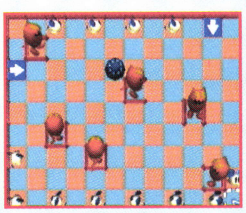

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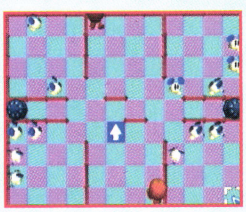

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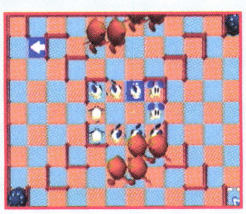

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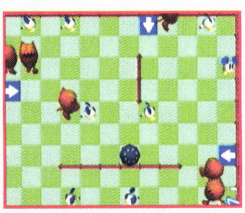

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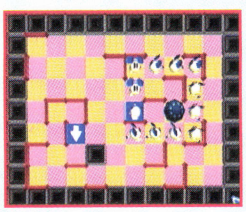

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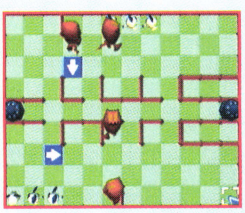

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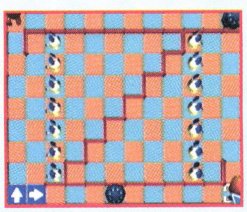

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Hard 16

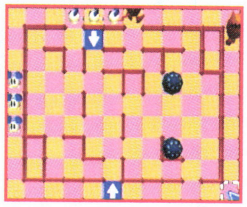

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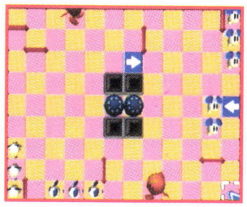

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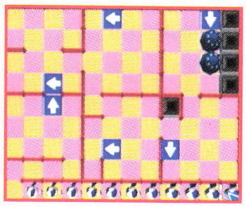

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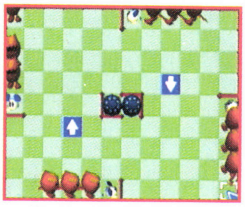

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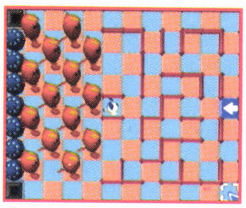
Hard Puzzles cont.


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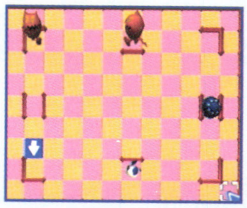

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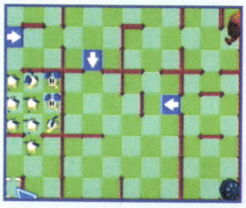

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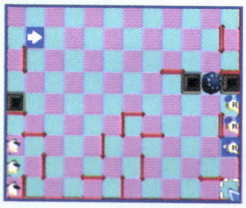

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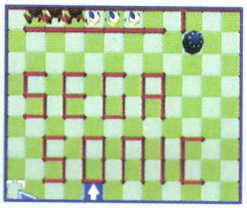

Hard 25

Special Puzzles

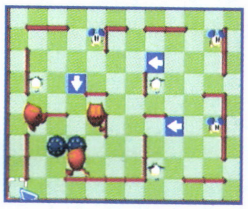

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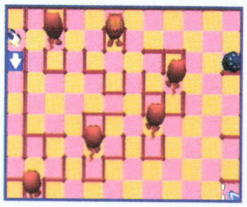

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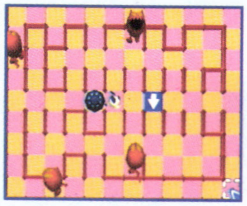

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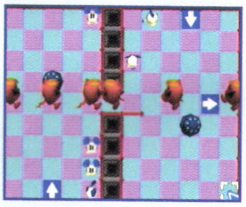


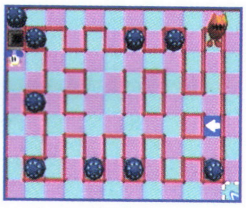
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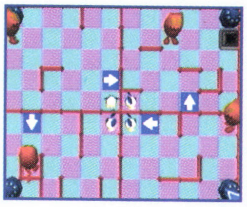

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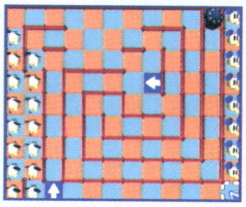

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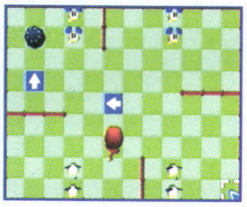

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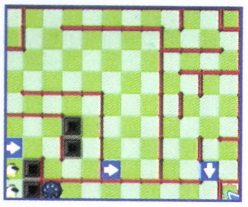

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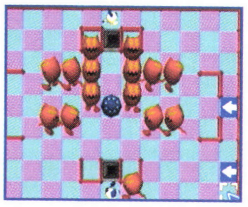

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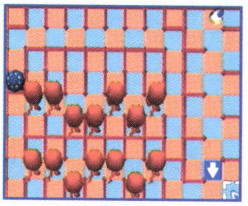

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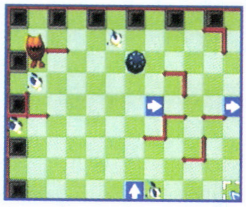

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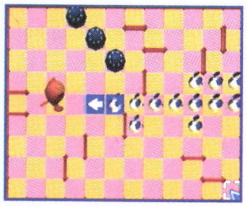

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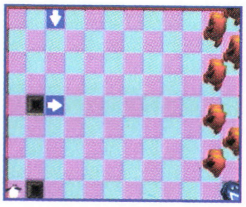

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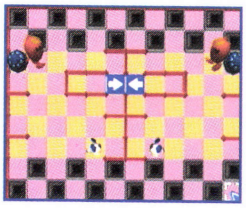

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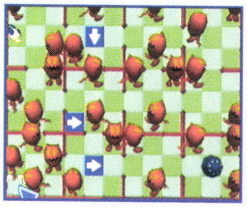

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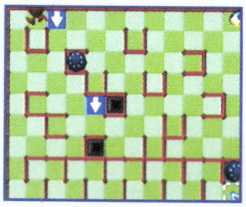

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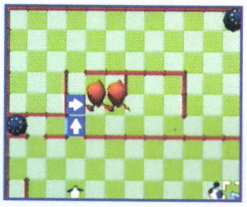

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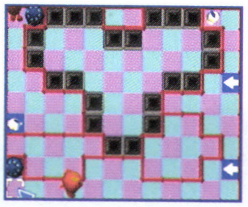

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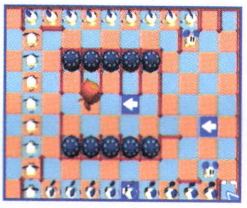

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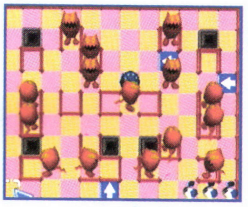

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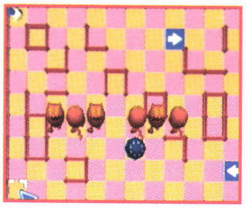

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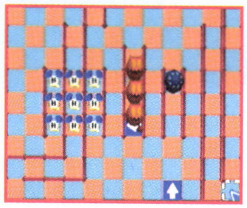

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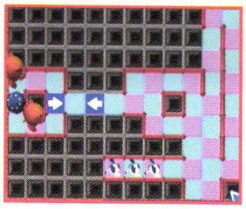

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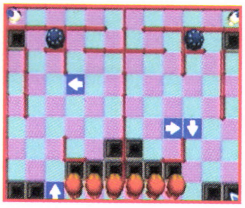

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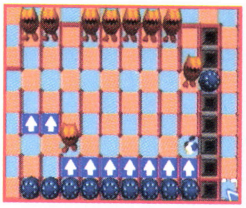
Mania Puzzles


Mania 1


Mania 2

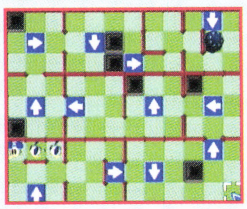

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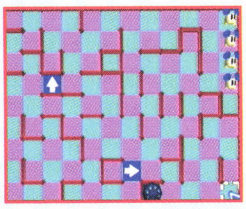

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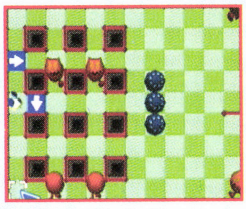

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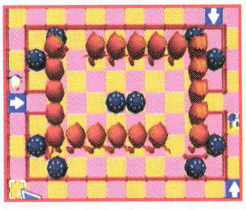
Dreamcast strategy
Dreamcast strategy

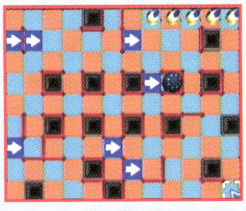
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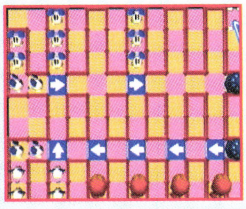

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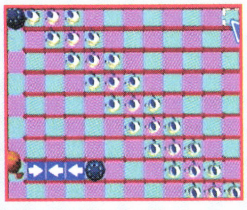

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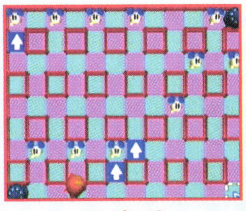

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Mania 9


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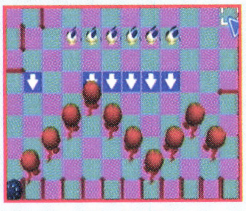

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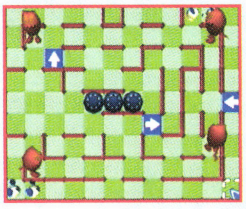

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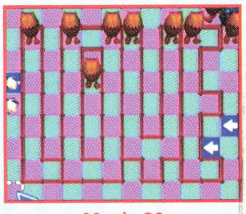

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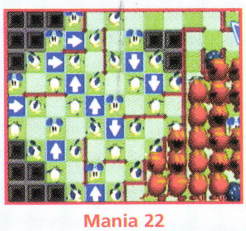

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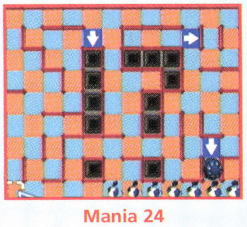

Mania 19


Mania 20


Mania 21


Mania 22


Mania 23


Mania 24


Mania 25



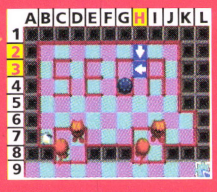
TIPS & TRICKS
ChuChu Rocket!™ Puzzle Contest



Think you're good at *Chu Chu Rocket!*? Well, here's your chance to prove it! We're giving away a bunch of Dreamcast peripherals and accessories and here's how you can win them:

Instructions

In order to participate in this contest, you must have access to the Chu Chu Rocket! Network. Go to the Puzzle Land server (Puzzle USA) and enter room A-00. Look under my entry, "ara," and download all of the puzzles there. The first five players who find a correct solution to all my puzzles and submit them to us first will win a prize package of Dreamcast goodies!



Recording Your Solutions

To record your solutions, all you need is a pencil and paper. For each puzzle, you will need to s pecify which panel goes in which space. The key to the left shows how to write down each coordinate. For example, the solution to Normal Puzzle 4 (shown here) would be as follows:

Down Arrow at H 2
Left Arrow at H 3

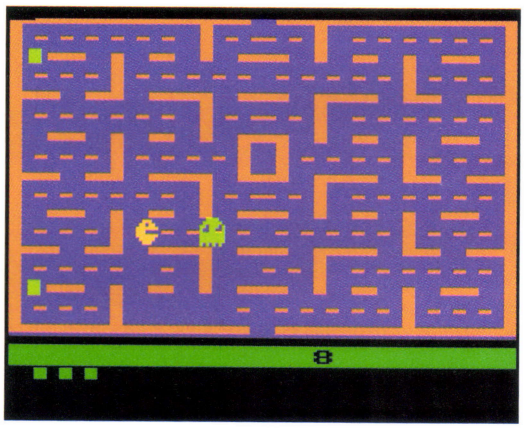
Entry Submission

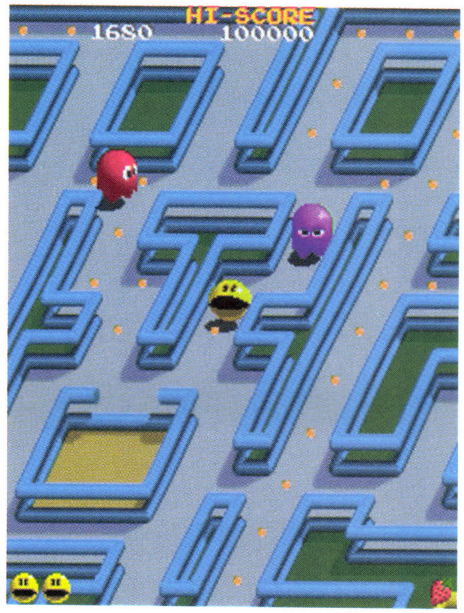
To submit the puzzle solutions, simply write the following on a piece of paper:
• *Your Name* • *Your City and State* • *Your Solutions*
and mail it to: TIPS & TRICKS Chu Chu Rocket! Puzzle Contest
8484 Wilshire Blvd. Suite 900
Beverly Hills, CA 90211

The first five correct entries will receive a *T&T* Dreamcast prize package!

Other Rules: *Confusing, incomplete or illegible entries will be disqualified. If your solution describes panels or coordinates that don't exist in the corresponding puzzle, that is also a disqualification. Only one entry will be accepted per person. If you send us more than one entry, all of your entries will be automatically disqualified. We will only accept submissions by mail to the address specified above. If five correct solutions are not received by July 31, 2000, no more prizes will be awarded. If we receive more than five correct sets of solutions, the five entries with the earliest postmarks will be the winners.*

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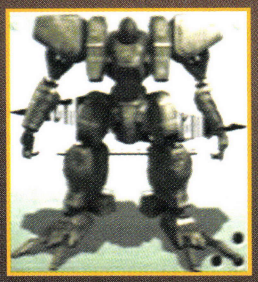


front mission 3

by Pat Reynolds

Front Mission 3 is the first game in the popular Japanese turn-based strategy series to be released in North America. As the leader of a team of giant robots called wanzers (that's pronounced "vanser" according to the game manual), you must fight your way through dozens of battles and uncover a worldwide conspiracy. With gameplay similar to Final Fantasy Tactics and all of the technique and depth you've come to expect from a SquareSoft game, Front Mission 3 offers hours of play and loads of variety across two different storylines. This month we've got gameplay tips and a complete guide to the first storyline.

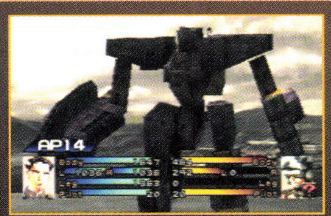
Anatomy of a Wanzer



Unlike characters in conventional RPGs, wanzers have five separate hit point (HP) meters, one for each part: body, right arm, left arm, legs and pilot. If an arm is destroyed, the wanzer can no longer use any weapons attached to the arm or shoulder for the duration of the battle. Don't put all of your weapons on the same arm or you risk losing the ability to fight if that arm is destroyed. If the leg HP reaches 0, the wanzer's mobility is reduced to 1 square per turn. The body, which has the highest amount of HP, is the most vital part of a wanzer. Lose it and the unit is destroyed. The pilot generally can't be hurt unless he's outside of the wanzer or targeted by a Battle Skill that causes harm directly to him. Occasionally a pilot can take damage from an attack, but I never had one killed inside his wanzer. If the pilot dies, the wanzer is powerless but can still be commandeered by another pilot and reactivated during battle. Weapons randomly target the different parts, some hitting a single part for high damage while others spread their shots over all the parts (except the pilot).



The AP System



During the turn-based battles, you command your wanzers to perform many actions, from moving to blocking, attacking and using items. These actions use Action Points (AP). Managing your units' AP is crucial to success. It's important to have enough AP to move and attack during the turn, but you'll have to consider other AP usage factors as well. For example, you can allocate some AP at the start of the battle to boost your accuracy, evasion and other stats (if your wanzer has parts that allow it). You'll also want to leave your units with enough AP to defend themselves or fight back during the opponent's turn. If you use all of a unit's AP during its turn, it'll be a sitting duck when an enemy attacks.

Forced Ejection System



To take into account the chaos of warfare, unexpected events can randomly occur during battle. Your pilots can become confused, stunned or—even worse—thrown from their wanzers and forced to fend for themselves on foot, armed only with a handgun until they can reboard their machine in the next turn. Ejection can happen two ways. You can manually eject the pilot if his wanzer has suffered heavy damage and you want him to commandeer another vehicle. Attacks may also randomly eject the pilot from his wanzer. If your pilot is ejected, get him back into his wanzer right away; the bad guys will go out of their way to try to kill an exposed pilot. Likewise, if you manage to eject an enemy pilot, try to take him out before he can reboard his wanzer; not only does it effectively take that wanzer out of the fight, but it'll become yours after the battle.

Weapons

Weapons in *Front Mission 3* are broken into several different classes and inflict different types of damage. Some wanzer parts are resistant to certain types of damage; for example, Anti-Impact enemies have defense modifiers against melee weapons. Use this to plan your attack and hit enemies with weapons they are not strongly defended against. Here is a list of the weapon types you'll find. (Note: The beam gun is a hidden weapon and is not affiliated with any damage type. See the "Hidden Wanzer" section at the end of this guide for info on getting this weapon.)

Weapon Type	Attack Range, Accuracy & Effect	Damage Type	AP Used
Melee	1 Square, very high accuracy, high damage to single body part	Impact	1
Shotgun	3 Squares, medium accuracy, shot scatters medium damage hits across all body parts	Impact	3
Machine Gun	4 Squares, high accuracy, fires 10 times inflicting low—medium damage randomly to all body parts	Pierce	5
Rifle	6 Squares, high accuracy, single shot, high damage to single body part	Pierce	4
Flamethrower	2 Squares, medium Accuracy, adjustable attack length hits all body parts for medium—high damage	Flame	Variable (4, 7 or 11)
Missile	9 Squares, medium accuracy, high damage to single body part	Flame	10
Grenade	6 Squares, medium—high accuracy, hits several squares for low—medium damage to all parts	Flame	12
Beam	9 Squares, very high accuracy, hits single body part for very high damage	N/A	15

Pilot Computer

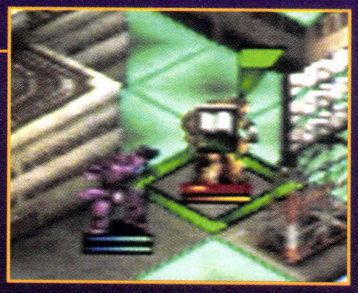
Each pilot has a computer which is used to store Battle Skills as they become available. The number of Battle Skills you can save depends on the capacity of the computer. Each Battle Skill requires a certain number of slots, so if a Skill requires 5 slots and your computer only has 4, you can't equip that Battle Skill until you upgrade the computer. Some computers have special functions to aid you in battle. They can increase the chances of triggering Battle Skill acquisition, activation and combos in battle. Here is a list of all the computers in the game, along with their capacity and special functions.

Name	Capacity	Special Function
COM4	4,	N/A
COM5	4	N/A
COM6	6	N/A
COMC754	6	Activate%↓high, Combo%↑high
COMB554	6	Activate%↑low, Combo%↓low
COMC654	6	Activate%↓med, Combo%↑med
COMB603	6	Activate%↑med, Combo%↓med
COMG10	6	Acquire Battle Skill % Up
COMC554	6	Activate%↓low, Combo%↑low
COMB652	6	Activate%↑high, Combo%↓high

Outfitting Your Wanzers

To survive the grueling combat of *Front Mission 3*, you must keep your wanzers upgraded and outfitted with the best weaponry available at all times. You should also have a diverse selection of weaponry available. Since each wanzer can carry at least two weapons at all times, choosing the best combinations becomes crucial to success. I strongly suggest equipping a melee weapon on every one of your units. Melee combat plays a big part in the battles—and while melee weapons only hit one part of an opponent's wanzer, they do huge damage and are excellent counter-attack weapons because of their low AP cost to use. At least one wanzer in your group should have missiles; keep this one away from the front lines in battle. Having a machine gunner is always a good idea. He'll learn some great Battle Skills and the more powerful machine guns tend to do decent damage across all parts of an enemy wanzer. Finally, keep Kazuki's shotgun/melee combination. It's good for any situation and there are some cool Battle Skills like Double Assault that'll make the combo incredibly effective later in the game.

Surrender



Enemies will occasionally lose morale and surrender after taking a severe beating or losing a vital arm during combat. Surrendering is a two-step process. First, you'll see "surrender" appear above the unit's head, along with a white flag. Unless that enemy's morale improves, he won't move or attack for the rest of the battle. In order to get him to fully surrender, you'll need to attack him once more after the "surrender" status appears. As long as the attack does not destroy the enemy, you'll see "surrendered" appear and the unit will turn gray. Now, after the battle you'll acquire the wanzer (minus weaponry) and can strip it for parts or sell it at a shop. Getting enemies to surrender is sometimes tricky, since the second attack often destroys them. An easy, but slightly risky, method to guarantee surrender, is as follows: When the "surrender" status appears, have one of your pilots eject from his wanzer and fire his sidearm at the enemy on the next turn. Since sidearms do very little damage, you'll likely not destroy the unit and it will surrender. Even if the attack misses, the wanzer will unfailingly surrender. Do not try this maneuver if there are still lots of enemies around, as your pilots can be easily killed outside of their wanzers. (Note: While any type of enemy unit can surrender, only surrendered, normal-sized wanzers are added to your inventory after the battle. Also, enemy main characters can never be made to surrender).

Double Feature Scenario Part 1— Emma's Story

Near the beginning of the game, just after you complete the training battle, you'll be given the choice to either accompany Ryogo to the military base in Yokosuka to deliver a pair of wanzers, or stay behind. *Front Mission 3* has a "double feature scenario," meaning that the decision you make at this point will start you on one of two very different storylines, with totally different battles, characters and plotlines. Choose to go with Ryogo and you'll play Emma's Story. In this scenario, Kazuki becomes caught up in political intrigue, which leads him to join an anti-government rebellion in the country of Da Han Zhong. This is the longer of the two scenarios, and this guide gives detailed tips and strategies for all of the battles you'll face. Note: During some battles you'll be joined by Non-Player Character (NPC) units who fight on your side. These units are indicated under "Your Units" in the battle description.

Battle 1 - Yokozuka Base

Your Units	Enemy Units	Goal
2 wanzers	4 Cannon Turrets	Defeat all enemies

Use your ranged weapons (Kazuki's shotgun and Ryogo's machine gun) to make short work of each turret. Two attacks should destroy a single turret, so gang up on them and try to take out one turret on each turn. Also, don't move your wanzers into range of more than one turret. They don't do a whole lot of damage, but if you are fired on several times in a single turn, it adds up fast.



Battle 2 - Yokozuka Base

Your Units	Enemy Units	Goal
3 wanzers	2 Jinyo Mk110 wanzers, 2 Kasel M2 wanzers	Defeat all enemies

Even though you are outnumbered, Emma's missile launcher can hit opponents from across the field, softening them up before they can get into attacking range of your other units. Emma's wanzer has extremely limited mobility and is also more vulnerable than the others, especially to melee attacks. Keep her behind Kazuki and Ryogo and don't let enemies get close enough to attack.



Battle 3 - Yokozuka Base

Your Units	Enemy Units	Goal
3 wanzers	2 Jinyo Mk110 wanzers, 1 Kasel M2 wanzer (two more appear later in the mission)	Get all of your units to the elevator.

You'll have to open the gate by moving a Wanzer up to the square in front of the red light and ending its turn there. When the gate opens, start moving Emma to the elevator while Kazuki and Ryogo attack the pursuing guards. When you near the elevator platform with any unit, the blast door opposite the elevator will open and two more enemy Wanzers will appear. By this time everyone should be in the elevator room and you should have no problem getting all three wanzers onto the platform in one or two turns. If you are feeling gutsy, try taking all five enemy units out to clear the stage the hard way.



Battle 4 - Yokozuka Base

Your Units	Enemy Units	Goal
3 wanzers	1 Jinyo Mk 110 wanzer, 2 Mk9 AFV Armored Vehicles	Hold off the enemy until reinforcements destroy the barricade

Gang up on the single enemy wanzer just south of your starting location. The two armored vehicles are no problem at all for your units to take out. They are especially susceptible to Ryogo's machine gun. If you take too long, some friendly airplanes will drop bombs on the barrier and hang around to assist you, but you'll probably finish this mission before the air raid even happens.



Battle 5 - Kamariya JC Highway

Your Units	Enemy Units	Goal
3 wanzers	2 Kyokei Mk 108 wanzers, 3 Hanniger helicopters	Defeat all enemies

Use Kazuki's Bone Buster on the shield-equipped police wanzers to inflict massive damage despite their defenses. The helicopters attack with missiles and do heavy damage. Emma's missile launcher is the best weapon against them. Two rockets will take a chopper down. You can attack the barrier in the middle of the highway and then move to the other side. At close range, Ryogo's machine gun does loads of damage to the 'copters as well.



Battle 6 - Kamariya JC Highway

Your Units	Enemy Units	Goal
3 wanzers	1 Mk9 AFV armored vehicle, 2 Enyo Mk109 wanzers, 1 Kyokei Mk108 wanzer	Defeat all enemies

When the battle starts, head up the hill to the left and take out the missile-equipped wanzers. They are the greatest threat in this fight. Move your wanzers as a team and keep them together. Take out the remaining Kyokei Mk108 and the AFV with Emma's missiles. The AFV stays on the road, so leave it for last.



Battle 7 - Kamariya JC Tollbooth

Your Units	Enemy Units	Goal
3 wanzers	1 Enyo Mk109 wanzer, 2 Jinyo Mk110 wanzers, 1 Mk9 AFV armored vehicle	Defeat all enemies

The single Enyo type wanzer is your primary target this time, since he's got a missile launcher. He starts just northeast of your forces, so start moving them in that direction at the beginning of the battle. In order to attack the wanzer on the other side of the tollbooth, you have to target a section of the tollbooth wall and destroy it. After this battle you'll have your first opportunity to buy new equipment and upgrade your wanzers.



Battle 8 - Yokohama City

Your Units	Enemy Units	Goal
3 wanzers	2 Jinyo Mk110 wanzers, 2 Kasel M2 wanzers, 2 Sekida trucks	Defeat all enemies

The four enemies are all directly in front of your wanzers at the start of the battle. The two trucks can be taken out with a single attack from most weapons. The trucks try to flee the scene as soon as the battle starts and won't attack. The Kasel M2s carry Bone Busters and are the most dangerous opponents in this battle.



Battle 9 - Honmokufuto

Your Units	Enemy Units	Goal
3 wanzers	1 Jinyo Mk110 wanzer, 1 Kasel M2 wanzer, 2 Enyo Mk109 wanzers	Defeat all enemies

The Enyo model wanzer directly to the south is your primary target, as he's carrying a missile launcher. Gang up on him and you should be able to take him out on the first turn. The second Enyo is hidden in the crates to the east; attack him next. Then take out the single Kasel M2, since his Bone Buster can inflict enormous damage if he gets into melee range. Save the machine-gun toting Jinyo Mk110 for last.



Battle 10 - Honmokufuto

Your Units	Enemy Units	Goal
3 wanzers	2 Jinyo Mk110 wanzers, 1Tiadong wanzer, 1 Laiying 1 wanzer	Defeat all enemies

The Laiying 1 to the southeast has a Quill missile launcher, but can't be attacked for a few turns due to the distance from your units. Gang up on the wanzer near the start point, then use Emma's missiles to soften up the two enemies on the high ground as you move your team to the ramp leading to their positions. Be careful of the Tiadong wanzer guarding the ramp—it's melee weapon hits for huge damage. Try to take it out with ranged attacks.



Battle 11 - Wilson Cliffs, Australia

Your Units	Enemy Units	Goal
3 wanzers	4 Jinyo Mk110 wanzers, 1 Cadenza armored transport (2 parts)	Defeat all enemies

En route to the OCU base in Australia, the team runs into an armored escort heading the same way. Emma's ally Dennis joins the team at this point. His wanzer is outfitted with a long-range rifle capable of hitting targets up to six squares away. The four enemy wanzers have machine guns and are not much of a threat. The transport has a missile launcher, though, and should be taken out as soon as possible. Move Emma onto the hill to the right of your starting position and she'll be able to target the two lead wanzers.



Battle 12 - Sumatra

Your Units	Enemy Units	Goal
4 wanzers + 3 NPC wanzers	2 Jinyo Mk110 wanzers, 2 Kasel M2 wanzers, 3 Genie wanzers	Defeat all enemies

At first it seems that your units are seriously outgunned, but there are three wanzers on the other side of the battlefield fighting on your team. They each have a rifle, like Dennis, and can cause lots of damage. They move and attack on their own and won't last for very long against the OCU troops. After the battle you'll go to Singapore and have another opportunity to upgrade your wanzers.



Battle 13 Penitentiary, Singapore

Your Units	Enemy Units	Goal
4 wanzers	2 Infantrymen, 4 MBT2 Kuarve tanks, 1 Jinyo Mk110 wanzer	Defeat all enemies

During this battle, any unit that's under a spotlight when attacked will have the unfortunate handicap of having its attacker's accuracy temporarily increased. Keep your troops out of the spotlights and quickly target any enemy unfortunate enough to have the spotlight over them. The tanks can do big damage to your wanzers. Ignore the infantrymen until the tanks and enemy wanzer are destroyed.



Battle 14 - Outside Taal Naval Base, Phillipines

Your Units	Enemy Units	Goal
4 wanzers	3 Infantrymen, 4 MBT2 Kuarve tanks, 1 Monster mobile cannon	Defeat all enemies

Before the battle starts you'll have a choice of routes to the base. The front gate is more direct; the alpine detour might avoid heavy resistance, but it takes longer. The front gate will get your characters more battle experience, though, so that's the route I recommend. The only big threat here is the Monster. The tanks are spread apart and can be ganged up on. Ignore the infantrymen until the Monster and tanks are destroyed. As long as you've been upgrading your wanzers, this battle shouldn't be a problem.



Battle 15 - Inside Taal Naval Base, Phillipines

Your Units	Enemy Units	Goal
4 wanzers	2 Jinyo Mk110 wanzers, 4 Kasel M2 wanzers	Defeat all enemies

Once again your troops are outnumbered, but as long as you've bought the best upgrades, you'll be fine. All of your wanzers should have the Fear Fist melee weapon by now; use it to counterattack the many melee-type enemies in this battle.



Battle 16 - Inside Taal Naval Base, Phillipines

Your Units	Enemy Units	Goal
4 wanzers	2 Jinyo Mk110 wanzers, 1 Kasel M2 wanzers, 2 Brenos ceiling-mounted cannons, 1 Kodomari prototype wanzer	Defeat all enemies

Missiles are great for taking down the ceiling-mounted cannons; line up the cursor with their shadows to target them. Next, clean up the three regular wanzers before marshaling your troops to attack the Kodomari prototype together. It's got a beam cannon that does massive damage, but it can't use it every turn.



Battle 17 - Outside Taal Naval Base, Phillipines

Your Units	Enemy Units	Goal
4 wanzers + 4 NPC civilians	3 40mm Guns, 2 Kasel M2 wanzers, 1 Genie wanzer, 1 MBT2 Kuarve tank	Defeat all wanzer-type enemies

Take out the 40mm gun on the hill near the start position to give your troops some breathing space. The four pedestrians who start the battle with you operate on their own, which translates into "run wildly up to those 50'-tall robots and start firing handguns at them." Unfortunately, this means they get killed very fast. It doesn't matter, though. Once you clear the 40mm gun, the rest of the fight is a breeze. Let the remaining enemies come to you so your units can stay out of range of the other two guns. You won't need to destroy all of the guns to clear the stage, just the wanzers and the tank.



Battle 18 - Outside Taal Naval Base, Phillipines

Your Units	Enemy Units	Goal
4 wanzers	4 Jinyo Mk110 wanzers, 2 Monsters mobile cannons, 1 Hanniger helicopter	Defeat all enemies

You've got your work cut out for you at the start of this battle. Attack Jose in his Jinyo (he starts just to your north) with two or more units, then have a missile-carrying wanzer start working on the closest Monster. The chopper hangs back during the battle, so leave it alone at the start and then take it down with a couple of missiles when you have a clear upper hand.



Battle 19 - Ba Kui Dam, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	5 Yongsai 3 wanzers, 1 Laiying 1 wanzer	Defeat all enemies

All of the enemies here—except the single Laiying-type—are sporting shotguns. The Laiying has a missile launcher, but starts the battle atop the dam. Clean up the wanzers on your level first, then focus on getting the Laiying out of the way before he becomes a nuisance. To get your units on top of the dam, climb the hill and blast the fence out of the way at the top.



Battle 20 - Yingko, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	4 Yongsai 3 wanzers, 2 Tiadong 3 wanzers	Defeat all enemies

The Yongsai have shotguns, but the pair of Tiadong units are equipped with nasty melee weapons that can do a ton of damage. Try to take these guys out from a distance. Let the enemy come to you and take them out one at a time.



Battle 21 - Rural Village, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	3 Mk54 MBT tanks, 2 Yongsai 3 wanzers, 1 Tiadong 3 wanzer	Defeat all enemies



This is a battle where rushing the enemy right at the start paid off big for me. Usually, the better tactic is to keep your wanzers grouped together and let the enemy come to you, but for this fight, throw that plan out the window and rush straight into the thick of it. Take out one of the two tanks that start to the north first (two attacks should accomplish this on the first turn). Then concentrate on the enemy wanzers. The Tiadong in the hills to the west won't move unless you get close to him, and the tank to the east won't do anything until you bring a unit into its range. Use this knowledge to plow through the enemies to the north and then regroup to take out the Tiadong and final tank.

Battle 22 - Outside DHZ Factory, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	4 Mk54 MBT tanks, 2 Infantrymen, 1 Laiying 1 Wanzer, 2 Yongsai 3 wanzers	Defeat all enemies



Before heading out on this mission, be sure to buy all the best upgrades and new weapons at the shop in Taipei. Move up to take out the tanks that start directly north of you. The Laiying has rockets and will target your units from a long distance. Try rushing him after all four tanks are gone.

Battle 23 - Inside DHZ Factory, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	3 Yongsai 3 wanzers, 3 Tiadong 3 wanzers, 1 Taita 4K walking tank	Defeat all enemies



One of the white gas tanks scattered around the level explodes at the start of each turn, beginning with the second turn. Make sure none of your units are adjacent to any of them when they finish moving. The Tiadongs are equipped with Mk10 Fists, so once again they are primary candidates for early gang-up tactics. Han's "spider-tank" won't attack you at all until you move close to it, so take the time to finish off all of the wanzers, and then get close and destroy it with a few Mk10 Fist attacks. The tank fires grenades; this is the first time you'll face them. They have a radius effect, so don't group your units together if possible.

Battle 24 - USN Embassy, Taiwan

Your Units	Enemy Units	Goal
4 wanzers + USN Command tank (NPC)	2 Tiadong 3 wanzers, 1 Mk59 APC, 3 Infantrymen, 3 Chixuan 6 helicopters	Defeat all enemies



This is a tough fight, since every single enemy (except the infantry) is a significant threat. The APC fires grenades, but is incredibly weak, so take it out with a shotgun or machine gun. The 'copters have missiles and the Tiadongs have Mk10 Fists for melee combat. You'll also have the USN Commander fighting on your side in a machine gun-equipped tank. He moves on his own and will attack the Tiadongs. The infantrymen can hit the tank for lots of damage, but there's nothing you can do about that. After the battle the USN Commander, Marcus, joins your team.

Battle 25 - Taipei, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	4 Mk54 MBT tanks, 3 Haolong 4 mobile weapons platforms	Defeat all enemies



You can fire missiles over the buildings, so start lobbing them at the Haolong directly to the north of your starting position. If you take out its legs, you won't have to worry about it for a while. The tanks move toward you immediately, so finish all four of them off first and then concentrate on the remaining weapons platforms. They're all legs and not very well armored, so hit them fast and hard.

Battle 26 - Outside Futai Tunnel

Your Units	Enemy Units	Goal
4 wanzers	4 Yongsai 3 wanzers, 2 Tiadong 3 wanzers	Defeat all enemies



The two melee-equipped Tiadongs start directly ahead of your group. Take them down fast—their Mk10 Fists do heavy damage as always. With the Tiadongs out of the way, concentrate on taking the Yongsai wanzers out one at a time.

Battle 27 - Taipei, Taiwan

Your Units	Enemy Units	Goal
4 wanzers	1 armored car, 2 Mk54 MBT tanks, 3 Yongsai 3 wanzers	Defeat all enemies



The armored car can move along the west side of the tunnel on the tracks. It fires missiles, so make it a prime target. The tanks will hang back until later in the fight, so ignore them and take out the three wanzers and the armored car first. Don't move too far into the tunnel or you'll alert the tanks and take fire from all enemies. You'll want to be sure that all of your wanzers are stocked with repair items for this battle.

Battle 28 - Inside Futai Tunnel

Your Units	Enemy Units	Goal
4 wanzers	4 Qibing zero wanzers	Defeat all enemies



There are only four enemies this time, but they have big advantages. Their wanzers are upgraded past yours and they carry weaponry that's not offered to you yet: Chongda 3 shotguns and Mk12 Fists. Be careful! Use missiles to soften them up and then gang up on them when they approach.

Battle 29 - Sanya Oil Platform, DHZ

Your Units	Enemy Units	Goal
4 wanzers + 2 Rekson M4F wanzers (NPC)	5 Yongsai wanzers, 2 Dual Cannons	Defeat all enemies



While the enemy isn't as tough as the last battle, there are more of them, as well as two high-powered cannon this time. Luckily, you have a pair of NPC wanzers to draw fire away from your units and maybe do a little damage as well. Unlike those 40mm guns you fought before, you will have to destroy the mounted cannons here to clear the level. You can stay out of their range until all of the enemy wanzers are finished off, though. There is an elevator in the corner below the cannon (see photo). Move a unit onto it to ride up to the top level and take out the cannons with ease. Two missiles will take them out.

Battle 30 - Yizhang, DHZ

Your Units	Enemy Units	Goal
2 Mk54 MBT tanks, 2 Mk59 APCs, 4 Infantrymen, 1 Shangdi I wanzer 1 Wude 3 wanzer	5 Yongsai wanzers, 2 Dual Cannons	Defeat all enemies



The APCs fire grenades and are hard to hit due to the terrain. Avoid bunching your units together and try to take the APCs out with rifles and rockets. Move them up to the enemy and pair them off—one for each tank and one for each APC. After several turns, reinforcements arrive in the form of two new wanzer types. By the time they appear, you should have the tanks destroyed with the APCs almost gone. Leave the infantrymen for one of your shotgunners to mop up and move the rest of your troops back to face the new arrivals.

Battle 31 - Wuzhou, DHZ

Your Units	Enemy Units	Goal
4 wanzers	2 Wude 3 wanzers, 4 Shangdi I wanzers	Defeat all enemies

Remember those two party-crashers from the last battle? Well, you have to fight more of them here. This time the Wude 3s are sporting melee weapons, while the Shangdi 1s have long-range rifles. Take out the two Wude 3s first, since they lead the charge, then pair up your wanzers 2-to-1 on the remaining Shangdis and finish them off fast with melee attacks.



Battle 32 - Longsheng, DHZ

Your Units	Enemy Units	Goal
4 wanzers + 1 Getty wanzer (NPC)	2 Shunwang 1 wanzers, 2 Lenghe 1 wanzers, 2 Mingtian 1 Wanzers	Defeat all enemies

The enemy units in this battle are focusing their attacks on Li and his Getty-type wanzer. He puts up a pretty good fight but won't last long under the heavy assault. Gang up on Rosavia (she's in a four-legged Shunwang wanzer) and get her out of the way early on, then focus on the two missile-wielding Mingtian wanzers. Li joins your group after this mission.



Battle 33 - Guilin, DHZ

Your Units	Enemy Units	Goal
4 wanzers	4 Yongsai 3 wanzers, 1 Genie Arm wanzer	Defeat all enemies

Serov's Genie-type wanzer is loaded for bear. He's carrying missiles, a rifle, grenades and a machine gun! To top it off, his wanzer is resistant to fire-type attacks, meaning that your rockets and grenades won't be as effective against him as his are against you. Take out the Yongsai wanzers first; it's hard to get close to Serov otherwise. After you defeat him, there's a surprise—some of his HP refill and he sprays all of your units with machine gun fire, damaging them. As long as this attack doesn't cripple your ability to fight, you should be able to move in and finish the job easily. Whoever lands the killing blow on Serov gets huge experience points. After the battle the team goes back to Guangzhou, where you are now able to upgrade the HP of all wanzer parts to level 5.



Battle 34 - Xiamen, DHZ

Your Units	Enemy Units	Goal
4 wanzers + 1 Getty wanzer (NPC)	3 Shunwang 1 wanzers, 2 Mk73 MBT tanks, 3 Mingtian 1 wanzers	Defeat all enemies

This is a tough battle. The Shunwang wanzers are actually the least of your worries here. All three Mingtians have missiles, so rush the two that start to your west immediately and take them out. Have your missiler stay back and fire at the pair of Shunwangs to the north to soften them up. Finally, assign one wanzer to attack the tanks, since their cannons do heavy damage. Don't let the enemy come to you in this battle or you'll be trapped in the corner while they pound you mercilessly. Spread out and be sure to bring lots of repair items.



Battle 35 - Yuping, DHZ

Your Units	Enemy Units	Goal
4 wanzers	1 Whisk wanzer, 1 Grezex wanzer, 3 Tiadong 3 wanzers, 1 Shangdi 1 wanzer	Defeat all enemies

It looks like an easy 4-on-1 fight when the battle starts. The two red mercs are not hard at all, but when one of them falls, the real battle starts. The Shangdi wanzer has a powerful rifle (200+ damage) and all three Tiadongs have shotguns. Gang up on the Shangdi; it poses the biggest threat.



Battle 36 - Foshan, DHZ

Your Units	Enemy Units	Goal
4 wanzers + Li (on foot)	2 Whisk wanzers, 1 Vinedrai wanzer, 1 Lanze wanzer, 1 Grezex wanzer, 4 Agents	Defeat all enemies

This is an interesting battle—Li is on foot and surrounded by four gunmen. He'll more than likely get killed no matter what you do, but it doesn't matter. Ignore the agents and concentrate on wiping out either of the red wanzers. When you take one down, three new ones appear and the real battle starts. Now you're outnumbered, so use gang-up tactics to destroy them one at a time. These enemies have powerful weapons, so don't forget about your repair kits.



Battle 37 - Huangguoshu, DHZ

Your Units	Enemy Units	Goal
4 wanzers + 1 Methane wanzer (NPC)	3 Infantrymen, 2 Mk59 APCs, 2 Taita 4K wanzers, 1 Whisk wanzer	Defeat all enemies

The two APCs start on your side of the bridge...and they have grenade launchers, so you should take them out before you go after the wanzers. Watch for the Whisk type wanzer to zip under the waterfall and quickly get close to your troops. Don't worry about Linny in his methane-powered wanzer—he only has 100 HP and will get destroyed no matter what you do. Try to get close to the Taitas and finish them with melee weapons.



Battle 38 - Tianlei Mobile Fortress

Your Units	Enemy Units	Goal
4 wanzers (Team 1)	2 100mm Guns, 2 Shangdi 1 wanzers, 2 Yunsheng 42 missile launchers, 4 Wude 3 wanzers	Defeat all enemy wanzers

The attack on the mobile fortress has you splitting your troops into two groups of four, Team 1 to assault the guarding wanzers and Team 2 to infiltrate the fortress and take out the power core. Be sure that all of your wanzers are properly upgraded before tackling this mission (check the shop just before the battle to find a few new weapons in stock). This mission has the assault team, led by Dennis, taking on a whopping ten enemies. The first thing you'll want to do is move the troops down to the lower right corner, so the guns and missile launchers on the fortress can't target them. All four Wude 3 wanzers will charge you. When they're finished, the two Shangdis will attack. You only need to defeat the wanzers to clear the level.



Battle 39 - Tianlei Mobile Fortress

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	4 Shangdi 1 wanzers	Defeat all enemies

Now the infiltration team, led by Kazuki, heads into the fortress to seek out the power station. Their first stop on the elevator pits them against four tough Shangdi type wanzers. Each has a powerful rifle. As long as your wanzers are properly upgraded, this fight should be no problem. I got three of the four to surrender to me on my first attempt!



Battle 40 - Tianlei Mobile Fortress

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	3 Shangdi 1 wanzers, 1 Tieqi 4 wanzer	Defeat all enemies

The infiltration team faces off against four more enemies on their second battle inside the fortress. This time, there's a new type of wanzer wielding a flamethrower. Target him first, then mop up the leftovers.



PlayStation strategy
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Front Mission 3

Battle 41 - Tianlei Mobile Fortress

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	4 Shangdi 1 wanzers	Defeat all enemies before detonation

The team finally reaches the generator room. Kazuki disembarks from his wanzer to set the self-destruct sequence. The countdown starts and the team heads for the exit...but they're stopped en route by more enemy troops. The enemies are equipped with melee weapons, but there's no time for subtlety in this battle. Get in there and hit them with everything you've got. Counterattack with melee weapons instead of blocking when the enemy attacks to speed the battle up. The enemy wanzers are incredibly hardy and take quite a beating before they go down.



Battle 42 - Wuhan Bridge

Your Units	Enemy Units	Goal
4 wanzers	4 MBT2 Kuarve tanks, 3 Laiying 1 wanzers, 2 Tiadong wanzers, 1 Nilong 1 wanzer	Defeat all enemies

The big Nilong wanzer to the far south has a melee attack that hits for huge damage, but he's particularly susceptible to missile attacks. All of the tanks are resistant to impact type damage, so target them with your machine guns and missiles. Watch out for the Laiying wanzers on either side of the road; they all have missiles and are in range from almost the start of the battle. Finish the tanks and the Laiyings before tackling the trio of tough melee wanzers at the end of the road. Try to put a few missiles into the big one before moving in for the kill.



Battle 43 - Wuhan DHZ Base

Your Units	Enemy Units	Goal
4 wanzers + 2 Rekson M4F wanzers (NPC)	3 Mk42 Quad cannons, 5 Laiying 1 wanzers, 1 Taita 4K wanzer	Defeat all enemies

You must protect the two engineer wanzers as they go about building the bridge. If they're destroyed, you won't have any way into the base. Take out the three cannons quickly to keep the engineers alive. Once the bridge is completed, the engineers retreat, leaving your troops to take on the defenses. This is not a tough battle as long as you stick together and take down the enemy units one at a time. The Taita has powerful grenades, so try to make a beeline for it with one of your melee units. After this battle you can upgrade your wanzers at the Wuhan Shop and buy a better shield as well.



Battle 44 - Recon Plane Crash Site, Lake Poyang

Your Units	Enemy Units	Goal
4 pilots (on foot)	5 pilots (on foot)	Defeat all enemies

In this unusual battle, four of your pilots must take on five enemy pilots on foot. Luckily, each of your pilots has 20 HP while the bad guys only have 10 HP apiece. Pistol hits do 4 HP of damage, so you should be able to take down all of the enemy without much trouble.



Battle 45 - Huangshan

Your Units	Enemy Units	Goal
4 wanzers (Team 1)	2 Infantrymen, 3 Chixuan 6 helicopters, 2 Yongsai 3 wanzers, 2 Laiying 1 wanzers	Defeat all enemies

At the start of this battle you must once again split your troops into two units. Team 1 will be the decoy squad (led by Emma) while Team 2 is the main squad (led by Kazuki). Be sure to balance the teams out as much as you can—you'll want a melee fighter, a missiler and a couple of ranged fighters on each squad. For this battle, you'll want to stay on the ridge that your units start on and let the 'copters come to you. Then head up the right side and engage the bad guys as they come at you. Missiles are a must against the enemy choppers—and a shotgun is handy to use on the infantrymen.



Battle 46 - Nanjing Bridge

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	4 Mk20 AFV tanks, 1 Lanze wanzer, 1 Whisk wanzer, 1 Vinedrai wanzer	Defeat all enemies

In battle two of the campaign to take Nanjing, Kazuki's team is attacked by the Wulong Mercenaries once again. Four machine-gun tanks assist the three enemy wanzers. Clear out the tanks, then go after the grenade-launching wanzer. The others are no problem for your group.



Battle 47 - Huangshan Foothills

Your Units	Enemy Units	Goal
4 wanzers (Team 1)	2 Mk20 AFV tanks, 3 Laiying 1 wanzers, 1 Chixuan 6 helicopter, 1 Mk59 APC, 2 Infantrymen	Defeat all enemies

Use missiles to knock out the chopper early, then head for the APC to the east of the start point. The APC can unload infantrymen, making it a nuisance...and it has grenades. With those two units out of the way, the rest of the battle is a breeze. The enemy wanzers have missiles, so shields are a must for this mission.



Battle 48 - Nanjing City

Your Units	Enemy Units	Goal
4 wanzers (Team 2) + 2 Shangseng 5K helicopters (NPC)	2 Yongsai 3 wanzers, 2 Haolong 4 mobile weapons platforms, 2 Mk54 MBT tanks, 2 Infantrymen	Defeat all enemies

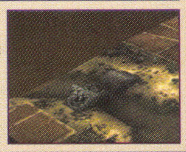
This is a dicey battle, as you must keep the helicopters from being destroyed until they clear the area with their civilian passengers. The Haolongs are the only real threat to the choppers, so get to them and take them down fast. None of the other enemies have missiles, so wait until the choppers clear the area before engaging anything other than the two Haolongs. If you get right in their faces at the start, they'll pretty much ignore the helicopters and target your wanzers instead. You can lose one chopper, and you probably will—one of them flies right into the heart of the battle! But as long as one of them gets away you'll be okay.



Battle 49 - Huangshan Foothills

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	3 Mk20 AFV tanks, 2 Laiying 1 wanzers, 1 Mk59 APC, 1 Chixuan 6 helicopter, 2 Infantrymen	Defeat all enemies

The enemy is divided into two groups, so send a couple of your units after each group. Try to take down the helicopter in the first two turns. The enemy wanzers have missiles, so get close and use melee attacks to destroy them quickly.



Battle 50 - Shanghai Airport

Your Units	Enemy Units	Goal
4 wanzers	3 Mk20 AFV tanks, 2 armored cars, 1 Whisk wanzer, 1 Grezex wanzer	Defeat all enemies

The battle for Shanghai starts with this fairly easy encounter. A small force, the most dangerous of which are the two armored cars, accompanies the two remaining Wulong Mercenaries. These mercs have some nasty Battle Skills, such as the ability to destroy an arm with one hit. They're also packing some seriously updated weaponry—but if you rush them and combine your attacks, you'll have them gone in just a few turns.



Battle 51 - Outside Ravnui Embassy

Your Units	Enemy Units	Goal
4 wanzers	2 Shangdi 1 wanzers, 2 Wude 3 wanzers, 2 Bihu 1 wanzers	Defeat all enemies

The enemies in this battle are very tough; you'll face a pair of Bihu wanzers here for the first time. They sport high-damage melee and missile weapons. Here's a great strategy for this fight: Right at the start, pop one of your pilots out of his wanzer and have him board the armored car to the left of the start point. He can attack with its powerful weaponry for a few turns and then get back to his wanzer before the armored car is destroyed.



Battle 52 - Inside Ravnui Embassy

Your Units	Enemy Units	Goal
4 wanzers	4 Shangdi 1 wanzers, 3 Wude 3 wanzers, 3 Real Numbers	Defeat all enemies

The enemies are spread out in three areas on this map. Don't advance too far and you won't be outnumbered. Take out each group, then move into the far room together to take on the remaining two wanzers and the Real Numbers (gunmen on foot—take a shotgun or machine gun to them for the best results).



Battle 53 - Yangcheng

Your Units	Enemy Units	Goal
4 wanzers	4 Mk54 MBT tanks, 2 Lenghe 1 wanzers, 2 Shunwang 1 wanzers	Defeat all enemies

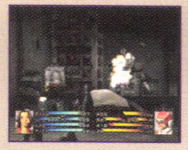
The tanks stay up on the hill until you get into their range, so avoid the area around the base of the hill and concentrate on the wanzers. Let them come to you. The two Lenghe wanzers are the biggest threat—they have very high HP levels and are equipped with powerful melee weapons.



Battle 54 - Yangcheng Base

Your Units	Enemy Units	Goal
4 wanzers	3 Lenghe 1 wanzers, 3 Shunwang 1 wanzers, 1 Shangdi wanzer (after others are defeated)	Defeat all enemies, protect Emma & Alisa

You're outnumbered and the enemy wanzers are all very powerful. Take out the two Shunwang 1s near your starting point and then let the others come to you. Do not advance too far into the area or you'll have all of the baddies swarming your troops right away. Once again the Lenghe wanzers are much more dangerous that the relatively harmless machine gun-toting Shunwangs. The Lenghe have gobs of HP and high-powered melee weapons. Gang up on them and take them out before they start pounding your troops into scrap. When all of the enemies are gone, you'll see an intermission scene after which you are returned to the battlefield. Your troops are where you left them, but there is a new bad guy going after Emma and Alisa, who are on foot. You must take him down before he kills them. Compared to the wanzers you just fought off, this guy is a cakewalk.



Battle 55 - Lianyungang

Your Units	Enemy Units	Goal
4 wanzers	4 Grapple M1 wanzers, 4 Rekson M4F wanzers	Defeat all enemies

This is another battle in which the enemy units have better weaponry than your troops and they outnumber you two to one. The Grapples have melee weapons that do 400+ damage, so don't get too close to them. Luckily, their wanzers aren't exactly state-of-the-art—they suffer from moderate HP shortages. Let them come to you; don't move up the field or you'll draw the attention of the bad guys near the back. After the battle you'll be able to buy upgrades across the board for your wanzers. It'll cost upwards of $20,000 to upgrade all of your units, but it is well worth it. Sell off some surrendered wanzers if you need extra cash.



Battle 56 - Battleship LST, Japan

Your Units	Enemy Units	Goal
4 wanzers	3 MMG3 ships, 2 Oceanhahn helicopters (after ships are destroyed)	Defeat all enemies or defend the ship for nine turns

This is a long fight unless you outfit your troops with missiles and rifles. Your units are on the battleship and the enemy is on the water. Take the long-range weaponry and you'll make short work of this battle. You can hold out for nine turns and win, but it's easier (and far more satisfying) to toast the enemy boats. After they're destroyed, a couple of enemy 'copters appear. Take them out with missiles to finish the stage.



Battle 57 - Taradake Observatory

Your Units	Enemy Units	Goal
4 wanzers	5 Shunyo Mk111 wanzers, 3 Kasel M2 wanzers	Defeat all enemies

The five Shunyo type wanzers have powerful, long-range rifles, while the Kasels have melee weapons and tough shields. Get some missilers on the high ground in the middle and have them nail the melee units as they approach. This is a very hard battle—be sure that you have all of your wanzers upgraded and outfitted with the best equipment possible before taking this one on.

Battle 58 - Mt. Shutendoji

Your Units	Enemy Units	Goal
4 wanzers	3 Jinyo Mk110 wanzers, 3 Enyo Mk109 wanzers	Defeat all enemies

It's about this point in the game that shields become an absolute necessity for all of your units. These things are lifesavers when used properly. Be sure to save enough AP to block attacks with your shields on the opponent's turn. The Enyos have missiles, but you'll have to fight your way through the Jinyos to get to them. This is a battle for all-out blitz tactics. Hit them with everything you've got on your turns, then block their attacks with your shields on their turns. This battle is easier than the last one, but not by much—and it doesn't get any easier from here.



Battle 59 - Nagahama

Your Units	Enemy Units	Goal
4 wanzers	3 Shunyo Mk111 wanzers, 2 Kasel M2 wanzers, 2 Enyo Mk109 wanzers	Defeat all enemies

Before this battle you'll want to stop by the shop to upgrade your weapons and shields. This is another fight against tough enemies, but this time they don't have shields and your newly-upgraded weaponry is every bit an equal match for theirs. Look out for the Kasels; they've got melee skills that can inflict heavy damage. Try to take them out before they get close.



Battle 60 - Mt. Aso Foothills

Your Units	Enemy Units	Goal
4 wanzers	4 MBT2 Kuarve tanks, 1 Sekida truck, 3 Mk9 AFVs	Defeat all enemies

Before this battle starts, you'll have to divide your forces again, this time with Ryogo and Yun leading one group (Team 1), while Kazuki heads up the other group (Team 2). This mission finds Ryogo's team launching a surprise attack on an enemy armored division along the highway. It's not particularly hard, just take out the tanks one by one and you'll get through it fine (target that Sekida truck with missiles before it gets away).



Battle 61 - Omuta

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	3 Oceanhahn helicopters, 3 Shunyo Mk111 wanzers, 2 Mk9 AFVs	Defeat all enemies

Kazuki's team moves into the city to surprise the enemy. Take the choppers down first, since they have a tendency to gang upon Kazuki and do major damage with their missiles. Then go after the wanzers and leave the relatively harmless AFVs for last.



Battle 62 - Misumi Harbor

Your Units	Enemy Units	Goal
4 wanzers	2 Qibing zero wanzers, 2 Tiadong 3 wanzers, 2 Qinghauyu walking submarines	Defeat all enemies

Look out; it's another tough fight. The walking subs have missiles and machine guns, but the real threat comes from the two Tiadongs, who have Mk20 Fist melee weapons that hit for insane damage. Don't let them trap your wanzers in a corner or they'll pound on you mercilessly. All of the enemies have high HP as well, making this a long, tough battle. A couple of missile-equipped units are very beneficial here.



Battle 63 - Okinawa Bridge

Your Units	Enemy Units	Goal
4 wanzers	2 Yongsai 3 wanzers, 2 Mk20 AFVs, 2 Laiying 1 wanzers	Defeat all enemies

Before this battle you can stop by the hanger and outfit your wanzers. There's nothing new, but it's your last chance to buy stuff in town. The enemies have high HP and upgraded weapons. The two Laiying wanzers are outfitted with powerful grenade launchers, but they stay at the far end of the bridge unless you get too close or kill the rest of their comrades. Save them for last.



Battle 64 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	2 Kexi 1 wanzers, 3 Yongsai 3 wanzers, 1 Kehei 0 wanzer	Defeat all enemies

The Kexis are giant wanzers, armed with an array of weaponry. Take them out first...and do not stray too far from the start area or you'll bring the other enemies into the fight early. Lukav's wanzer looks really tough—it's got a beam cannon that does huge damage. Luckily for you, he doesn't stick around after the first turn; instead he leaves his cronies to take your forces on while he moves to a different location.



Battle 65 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	3 Tiadong 3 wanzers, 3 Yongsai 3 wanzers, 3 Brenos mounted guns	Defeat all enemies

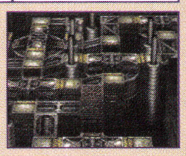
This is it—the final battle starts here, as your team infiltrates the underground bunker to put an end to the enemy's scheme once and for all. These are enemies you've faced before...and there are two groups of them. Stay on the raised area where you start the battle and let them come to you. A couple of missile-equipped wanzers is a good idea to deal with the mounted guns. Let the enemy come to you and gang up on them as they approach the ramp. It take a lot to drop these guys; a couple of turns of solid pounding on each one will do the job.



Battle 66 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers (Team 1)	3 Tiadong 3 wanzers, 3 Laiying 1 wanzers, 2 Yongsai 3 wanzers, 1 Shunwang 1 wanzer	Defeat all enemies

For the third and final time, you'll have to split your forces into two teams to take on the last few battles in the game. Team 1 has Kazuki and Emma, plus two others you can choose. Team 2 is led by Ryogo. Put your best units on Team 1; they'll have to face one of the tougher battles in the game. This battle has Team 1 attacking the control room. The area is made of narrow walkways and there are platforms that move up and down throughout the fight. You should be able to cross these platforms even when they are lowered if you've upgraded your units boost ability to the max. This fight isn't that hard if you use the tactics you've learned up to this point. Stay near the start area and let them come to you. Pummel the melee-type enemies with missiles and ranged fire before they get close. Leave Jared in his Shunwang wanzer for last. I went and got the secret wanzer with the beam cannon for this level (see below for details) and that made it a lot easier. Jared has high evade and defense ratings, but his only weapon is a machine gun. Counterattack when he attacks your units and he's toast in no time.



Battle 67 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	1 Qinghuayu wanzer, 2 Yongsai 3 wanzers, 2 Mk54 MBT tanks, 2 Kexi 1 wanzer	Defeat all enemies

Well, it's another fairly tough fight because this is your team of "left-behinds" who warm the base sofas while all of your hardcore pilots go on all the missions. There are three giant wanzers; two of the Kexi type you've seen before and one of the walking submarine variety. These are your main threats. Let the Yongsai wanzers and the tanks come to you and finish them off, then tackle each of the big boys separately and you'll get through this one.

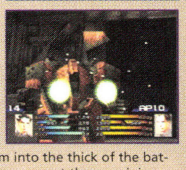


Battle 68 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	4 Kexi 1 wanzers, 1 Kehei 0 wanzer	Defeat all enemies

This is it—the final battle of the game. (The last one that matters, anyway.) You'll face four of the gigantic Kexi-type wanzers. Pay attention to their defenses; don't use missiles on an "anti-flame" enemy. Take out the Kexis first and then concentrate all of your energy on Lukav, who wields a mega-powerful beam gun against you. Here's my (winning) strategy: equip three units with long range weapons (missiles, beam cannon, or rifle) and have one super-tough melee unit. One missile unit should also have a range weapon like a shotgun or machine gun. Everyone must have a shield. The melee unit must have a Fatal Buster. Send him onto the lower floor to go mano-a-mano with the closest Kexi. Meanwhile, your other units are pounding that same Kexi with their missiles, bullets, plasma, etc. The Kexi tend to attack your long-range units, leaving the melee fighter on the floor alone. As long as everyone has a shield, they can fend off the onslaught of missiles from the oversized robots. Keep this up and you'll have a couple of Kexi down in about eight turns. Now, if your missile units have alternate weapons equipped, it's time to move them into the thick of the battle. If they have loads of extra missiles in their packs, keep firing away at the remaining Kexi. When all four are toast, you can send everyone at Lukav and he'll go down like Pee Wee Herman against Mike Tyson. If you're really bold, send your melee unit directly to Lukav and take him out early in the fight; it can be done!





Battle 69 - USN Convention Center

Your Units	Enemy Units	Goal
4 wanzers	4 Rekson M4F wanzers	Defeat all enemies

Finally, your troops attack the USN Convention Center to reveal the truth behind everything to the public. This is a super-easy, anti-climactic last battle. The four enemy wanzers have low HP (720 body HP), weak defenses and aren't particularly tough in any respect. They do have strong machine guns and shields, but your forces can overwhelm them. Plow your way through them and sit back to watch the ending.

I played through this scenario with a time of roughly 45 minutes (44:44 to be exact), and that's what I call a good value for the money (especially considering that this was only half of the game! More on that next month). You can save the game after the credits roll and then use that save to start the second scenario. Next month we'll bring you the complete walkthrough for the second half of the game, tips on creating the ultimate wanzer and lists of all the Battle Skills and Network addresses you'll need.



The Hidden Super Wanzer

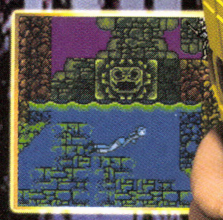
Near the end of the game, it's possible to obtain a new wanzer type along with the most powerful weapon in the game, a beam gun with a damage rating of 250. The technique for getting this "uber-wanzer" is as follows:

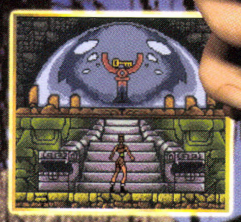
1. Near the end of the game (when you are back in Japan), check Kazuki's e-mail on the network and you should find one from "Kinkakuji." If it's not there, be patient and check later; it'll show up even if you've never messed with the e-mail or network (which you don't have to; you can ignore that aspect of the game and still finish it without any problem).
2. The e-mail unlocks a new web site on the network—Japan/Other/Armoredkin. Go there.
3. Read BBS #3 and write down the telephone number given at the end of the message.
4. Now go to the web site Australia/Other/Auspend and select "Garbagepit" from the menu.
5. Select "Inferndial" and enter the telephone number you got from the Armoredkin site.
6. A man will answer the phone and tell you about some new wanzer parts he'll give to you. Absurdly, he sends the parts to you instantly, "over the net." Ain't technology grand?
7. Now go to the setup menu and check your inventory to find all the parts you'll need to assemble the Hoshun Mk112 wanzer, which is in my opinion the best wanzer in the game. You'll also find the Heavy P. Gun, a massively powerful beam cannon that inflicts 500+ damage on its target. Plus, its damage isn't typed so it'll cut through anything. Combine this with the Battle Skill Body Smash and you've got a practically unstoppable force! Use it to make the final few battles in the game a bit easier to take.

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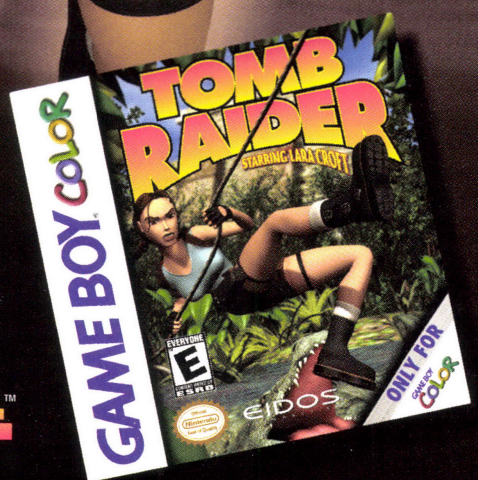








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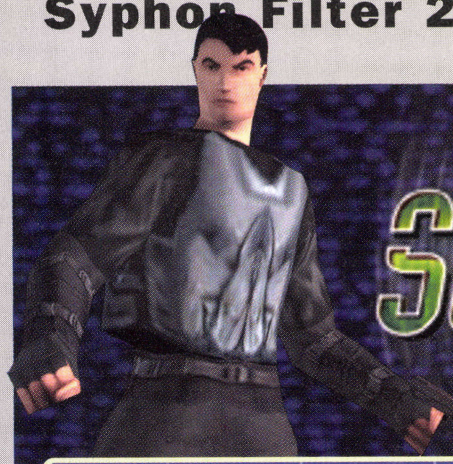
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Syphon Filter 2



syphon filter 2

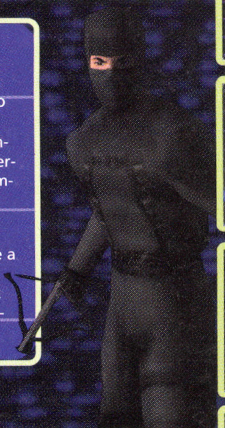
by Geoff Arnold

Gabe Logan is back...in a big way. Fans of last year's immensely popular *Syphon Filter* will not be disappointed with the latest installment, which has revamped graphics, an enveloping storyline, amazing FMV sequences, beautiful voice acting and an arsenal of weapons that would make James Bond wet his pants. Now if I could only keep myself from repeatedly playing Stage 3 and burning Agency scum with the Flamethrower...marshmallows, anyone?

The storyline is simple and direct. It rejoins Gabe and his team just after the end of the original game, where you have just finished off Rhoemer and are on your way back from Kazakhstan with the data disks that contain the cure for the deadly Syphon Filter virus. Apparently, someone else has plans for the disks and has sent Agency strike fighters to intercept you. After you escape and the plane crashes, it turns out that someone has framed you for the deadly plane crash as well as the Syphon Filter virus. It is now up to you to clear your name and recover the disks by any means necessary.

Gameplay

The gameplay hasn't really changed from the original *Syphon Filter*. There are 20 levels in all, each divided into checkpoints which can now be used as starting points should you decide to turn off your PlayStation due to immense frustration or temporary insanity. Guide your operative (Gabe Logan or Lian Xing) through each stage, completing certain objectives to reach the next checkpoint. Thought *Syphon Filter* was too easy? The enemy intelligence has been spruced up accordingly. Although the game isn't extremely difficult, even veterans might have a tough time completing certain stages or objectives throughout the game. The only additional element that has drastically changed the overall gameplay is the addition of the multiplayer mode, which I'll discuss later.





H-11

The H-11 fires a caseless round specifically designed for the weapon. The round's compact design allows for a large magazine capacity...and the lack of a casing means that no ejection port is necessary. With a Bullpup layout, the H-11 comes equipped standard with a 1x optical sight.



HK-5

The HK-5's modular design and small size makes it very popular with both military Special Forces and terrorists. With over 23 officially recognized variants, it is fast becoming the world's most widely used pistol-machine gun.



HK-5 Silenced

The standard HK-5 can also be equipped with a silencer if necessary for covert operations.



PK-102

A variant of the popular Kalashnikov system (one of the most widely used and modified designs in the world), the PK-102 is a compact, lightweight, full assault rifle that is easy to conceal, making it a popular choice for terrorists.

Weapons/Items

A *Syphon Filter* game without multiple death-dealing weapons would be like a day without sunshine. The Agency has access to some of the most advanced weapons in the world...and with Gabe having been trained by the Agency, he knows how to handle and use each weapon with deadly accuracy. Most of the weapons will be old hat to veterans of the first game, but there are some new weapons and surprises to keep you on your toes.

Weapons

At the start, you're armed with your trusty 9mm and Combat Knife. As you progress through the game, you will find new weapons on the bodies of Agency operatives, terrorists, elite hit squads and even stashed away in wooden crates. Look for certain weapons to be more useful in certain situations than others.



9mm

This 9mm handgun is the standard issue sidearm for NATO and all five branches of the U.S. Armed Forces since passing the 1979 MRBF (Mean Rounds Before Operational Failure) performance test, expending 35,000 rounds (six times the pistol's service life).



9mm Silenced

This is the same weapon as the 9mm except fitted with a silencer for covert operations.



.45

This tough, durable pistol has been in production for almost a century. It has tremendous stopping power; a deadly weapon when in the hands of a seasoned professional, despite its strong recoil and heavy slide and bolt.



Crossbow

This crossbow has a 30-pound draw and self-cocking lever; it also comes equipped with a laser sight for heightened accuracy. Its darts are tipped with trichloroethane which—when delivered successfully into the target's bloodstream—causes instant unconsciousness. WARNING: If used for a head shot, this weapon is lethal.



M-16

This weapon is lightweight, accurate and has very low recoil. The preeminent assault rifle in the world, it was developed by the U.S. Army in 1965 and has since become a mainstay for Armed Forces, Police and personal defense enthusiasts.



BIZ-2

This pistol-machine gun is designed to deliver sustained firepower in tight quarters. The unconventional design of its large capacity magazine keeps the weapon compact but still provides a near-bottomless source of ammunition.



G-18

With a rate of fire topping 60 rounds per second, the G-18 is perhaps the most deadly pistol-machine gun in the world. Its only weakness is its tendency to expend ammunition faster than most shooters are prepared for, leaving them defenseless during a reload.



Sniper Rifle

This high-caliber, silenced rifle comes equipped with a classified digital scope with basic optical character recognition, making it a highly accurate weapon capable of identifying and classifying human targets and impact points prior to firing.



Night Vision Rifle

A Russian rifle capable of high accuracy, it is often used by Russian army snipers. It excels in engaging fleeting, moving, open and masked single targets. This model comes standard with an SVDN2 night sight and silencer.



Shotgun

The 12-gauge modified choke shotgun is a standard issue for the DEA, FBI and USSS. In firing tests using tactical .00 shot with nine lead on an ISCP regulation target at 25 yards, the payload was delivered into the "A" kill zone with limited collateral damage.



UAS-12

The UAS-12 is a gas-operated shotgun designed specifically for military use. It uses a large detachable box magazine and is capable of fully automatic fire.



Grenade

Upon detonation, this incendiary weapon spreads ammonium perchlorate three meters outward from the blast point. It is instantly ignited by the explosion and quickly burns out, fatally burning anyone nearby, but leaving little collateral damage to the terrain.



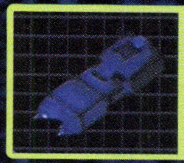
Gas Grenade

Primarily used as a stealth weapon against multiple targets, this grenade releases trace amounts of Soman nerve agent into the air. The gas quickly dissipates, but not before rendering victims unconscious. If no antidote is administered, death follows within 15 minutes.



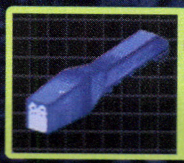
C-4

These incendiary blocks are made of a putty-like material, which can be molded to the user's liking. The C-4 explosive putty is then wired to a fuse and a friction igniter, allowing the user to detonate the explosive from a distant or protected position.



Hand Taser

Usable only at close range, this taser delivers a 100,000-volt charge that overrides the victim's nervous system, disrupting normal electrical signals within the body's nerve fibers. The target instantly loses control of his body and unconsciousness follows shortly.



Air Taser

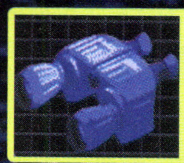
Using CO^2 cartridges, this weapon fires a probe that lodges one inch deep in the victim's body, then a charge of 500,000 volts is passed along a wire connecting to the probe. This charge can be sustained indefinitely.



Knife

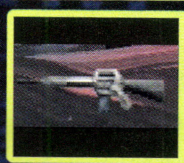
This weapon incorporates a unique clip point blade, which is flat-ground and serrated with a sinuous double curve. This design significantly amplifies the cutting power of the knife.

Miscellaneous Items



Binoculars

These binoculars feature Rubicon ruby-coated objective lenses and are dry nitrogen charged. They use aspherical lens technology for clear, sharp images up to 15x.



Weapon Icon

Picking up these weapon-specific icons will either allow you to use the weapon or give you more ammo for a certain weapon.



Flack Jacket Icon

Picking these up will add 50% of a normal flack jacket's health to your health bar. Usually found on bodies.



Wooden Case

These cases usually contain items or weapons. Look for cases everywhere to rebuild your health meter or find new weapons.

Look for a few more weapons/items to be hidden throughout each stage!

Mission 1: Colorado Mountains

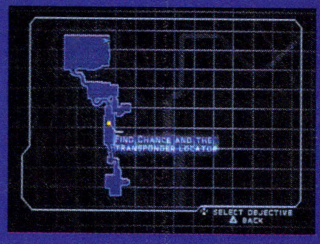


Gabe and the rest of his strike team begin the game in the belly of a C-130 cargo plane on their way back from Kazakhstan. It seems that the Agency caught word of Gabe's mission and has decided to recover the stolen data disks that contain the cure for the deadly Syphon Filter virus. F-22 Agency strike fighter jets suddenly appear out of nowhere and fire on the C-130, sending the plane down into the middle of the Colorado Rocky Mountains. It is now up to Gabe to reach the C-130 crash site and recover the disks before the Agency does: not only to research the cure for Syphon Filter, but to save Lian who has now contracted the deadly virus.

Mission Objectives

• Find Chance and the Transponder Locator

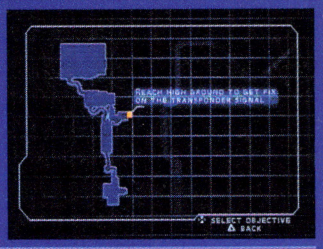
There are several steps and additional objectives to follow before your encounter with Chance; you'll want to gather as many weapons, ammo and supplies you can to facilitate this. As you parachute in, aim for the small mountain in the northeast part of the stage to find a case carrying an H-11. Don't worry if you miss it; you can snag one later in the stage. Drop down from the hill and talk to the three soldiers below to get a clue about where Chance is. If you walk south and slightly west, you will see another case on top of a small hill. Although you can't use the Flak Vest it contains just yet, you may need it later, so remember its location. Travel straight west from here and climb up the ledge to speak to another soldier who has contact with other team members. Before following the soldiers through the tunnel, look on the snow slopes near the extreme west edge of the stage to pick up an M-16. Make your way through the tunnel behind the soldiers, out of this cave and down below to the entrance of a second cave. Travel through this cave and speak to the soldiers inside to find out the location of Chance. Continue on through the other side of the cave. Look for Chance near the waterfall at the opposite end. After talking to Chance, walk to the edge of the chasm near the waterfall and lower yourself into the cave below to find the second H-11. Grab it and climb back up to the top.



• Reach High Ground to Get Fix on the Transponder Signal

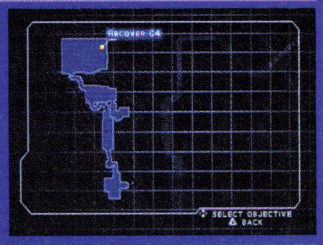
From here on, you will have to fight your way to your objectives. As soon as your encounter with Chance ends, you will be faced with an unending number of enemy soldiers with only one thought on their minds: KILL GABE LOGAN. Head back through the cave and pause at the entrance to snipe any enemy soldiers at this location. Carefully climb up the ledges to the right, pausing only to take out enemies and dodge bullets. Make your way up to the high ledge and look for the Flak Jacket near the signal flare. Grab it and head south along the ridge. Sneak up on the four terrorists near the north ridge and take them out one at a time with head shots. Kill the last baddie near the rock tower, then

climb up to the top and use your Transponder. Once down the mountain grab the Shotgun near the cliff wall and head for the first cave.



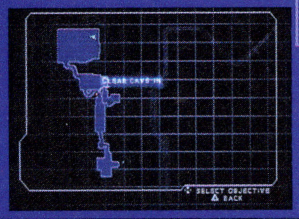
• Recover C-4

Make your way back to Kowolsky at the beginning of the stage. Take out the three guards here and pry the C-4 off of Kowolsky's body. Be wary of the terrorist paratroopers here; they can drop rather unexpectedly out of the sky and surround you within seconds.

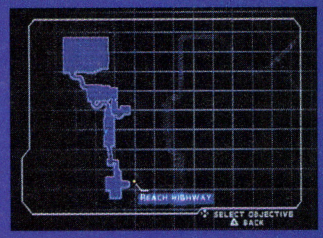


• Clear Cave-In

Make your way back to the collapsed cave and place the C-4 onto the fallen ice. Blow up the fallen ice to make your way back to the waterfall area.



• Reach Highway



Near the waterfall area you will encounter four more terrorist paratroopers. Shoot them as they descend if you can get a bead on them or wait until they land, then fire away. If you are low on H-11 ammo, you can pick up some more in the subterranean cavern (if you haven't picked it up already). If you're running low on health, grab the Flak Jacket near the top of the waterfall. After you reach the next checkpoint, you will come to an area where two members of your team have managed to escape and rendezvous. They are pinned down by two snipers and cannot go any further. Climb up the first bluff to your right and duck down behind the small rock to avoid sniper head shots. Watch for the first sniper to break to the right and follow him with your sights until you have a good head shot. Remain behind the rock and peek out to the left to get a clear shot at the second sniper. Just as you start to leave this area, your comrades come under fire from six more snipers, all with M-16s and Flak Vests. Take out the three on top of the ridge first, then look for a lone sniper charging you from the cave below. Take care of him next, then look for the final two snipers to come out from behind the rocks on the bluff above. Stand behind the tree near the cave or behind the center hill and shoot them from afar. Just as you reach the road, Agency scum shows up and ruins your plans for escape by annihilating the area with rockets from a helicopter.

Mission 2: McKenzie Airbase Interior

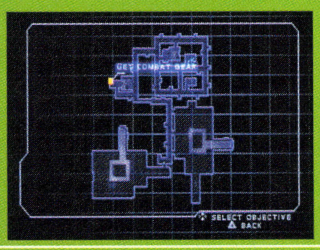


After a brief interlude with some high-ranking Agency executives, the camera switches to Lian Xing. Lian has been captured and is being held somewhere in an abandoned airbase deep in the Colorado Rockies. Infected with the Syphon Filter virus, which is now in the early stages of development, Lian must find her way to the airstrip and escape by means of a stolen Agency helicopter. Since Lian is now a "terrorist", the entire base is now on alert and is watching for her to make a move.

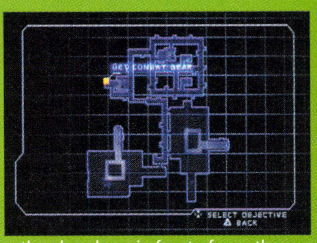
Mission Objectives

• Find Adrenaline Booster

From the starting point, sneak out of the room behind the guard and make a right down the hall. Stop at the edge of the hall here and eavesdrop on the ongoing conversation around the corner. Enter the room across the hall to snag the Adrenaline Booster.

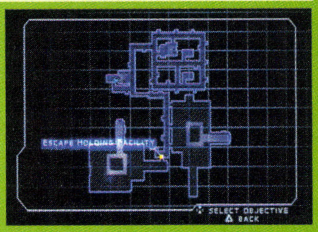


• Get Combat Gear



From the Adrenaline room, go out the door, make a left and follow it to the end of the hallway. At the end of the hallway, make a left, then a third left at the end of this corridor. Sneak behind the guard and look for the room off to your left just before the hallway ends. Enter the room and watch the FMV sequence. Hit the switch on the wall to open the glass doors in front of you, then head out the door and across the hall. Make yet another left at the end of the hall and sneak behind the guard that patrols here. Wait for him to exit the building, then enter the control room on your right to find your gear.

• Escape Holding Facility



After you grab your gear, sneak up on the guard in the control room and give him a taser shot in the backside. Hit the switch and run like mad around the corner and down the stairs through the two sets of doors to the lower floor. Take out the two guards in the hall with your taser, then make your way down to the end of the hall. A FMV sequence takes over here, ending with a soldier who helps you to escape the building.

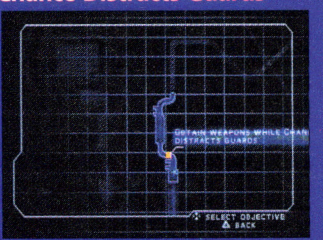
Mission 3: Colorado Interstate 70



While Lian makes her way to the control tower on the airbase, Gabe and Chance continue to try to make their way to the C-130 crash site. Blocked by the avalanche caused by Archer's surprise helicopter attack, Gabe and Chance have no choice but to confront the convoy of Agency vehicles now blocking the road ahead.

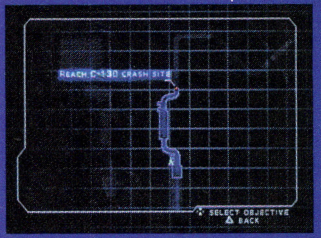
Mission Objectives

• Obtain Weapons While Chance Distracts Guards



With only one M-16 and a limited amount of ammunition between you and Chance, you now face the task of finding additional weapons and supplies in order to survive. As you begin the stage, you see two enemy soldiers run by and start to fire at Chance. This is all part of the diversion; ignore them and run down the hall past the first truck. As you past the first truck, you will see two more soldiers take positions on both sides of the tunnel. Head for the soldier on the right and knife him when you get close to take his weapon. Next, kill the guard that jumps out of the truck in front of you. Take his M-16, then kill the guard at the back of the truck guarding the supplies. Grab the supplies and kill the final guard that you ran past, then head back down the hall to help out Chance.

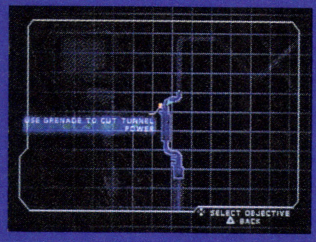
• Reach C-130 Crash Site



After rescuing Chance, head back down the tunnel and watch for enemies along the way. Take the time to stop and head down the side access tunnel into a room where you can snag some binoculars. Exit the access tunnel and continue on down the interstate. After completing the "flamethrower incident," you will reach the end of the tunnel and a lone guard. This is an ambush site. As soon as you fire any shots, six snipers will appear along the ridge above; all with their sights aimed at your head. Here's what to do: Take the lone guard out with a head shot, then immediately switch to your shotgun. Chance will run ahead and draw the sniper's fire, so take out each sniper in turn with repeated shotgun blasts. Be careful not to let Chance get too far ahead; he has a tendency to draw too much fire and get himself killed. Also be aware of the two ground troops that may pose a problem: one is near the end of the first ridge with the other on the right side of the second truck by the railing. Enter the next part of the tunnel and follow Chance down to the A.P.C.s. After he "surrenders," sneak around the right side of the cargo truck to pick up some Grenades.

• Use Grenade to Cut Tunnel Power

Retrace your steps back to the power room on the left side of the tunnel. Once through the door, take the left path first and kill the terrorist in the room with a shot to the head. Take the right path next into the room full of generators and stand outside of the door. Chuck a grenade inside and watch the generators blow sky high.



• Reach C-130 Crash Site (continued)

When the generators blow, all the lights will go out making it impossible to see. Good thing you have some Night Vision Goggles. Exit the access room and make your way back to Chance. Since the enemies here cannot see you unless you are right next to them, they are easily dispatched—so take your time. Continue on down the tunnel until you reach the bridge.

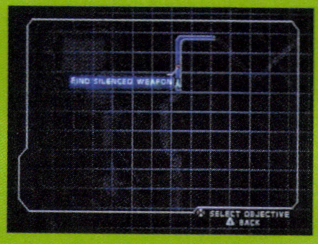
Mission 4: I-70 Mountain Bridge



In order to keep any CDBC agents from escaping—including Gabe—Archer has ordered his men to wire the bridge with C-4 and bomb the entire mountain with Sarin nerve gas. Since the only way to reach the C-130 crash site is to cross this bridge, Gabe must keep the bridge intact by eliminating the Agency Commander first (thus stopping the order for the bridge to be destroyed), then disarming all the C-4 charges on the bridge.

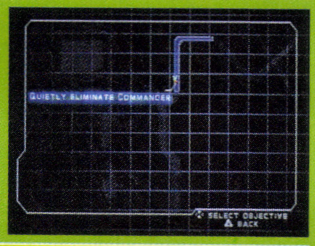
Mission Objectives

• Find Silenced Weapon



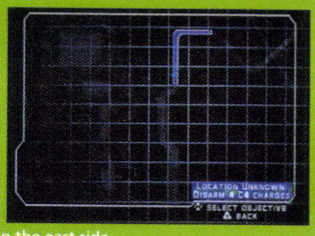
You have a two-minute deadline to find a silenced weapon and eliminate the Agency Commander before he gives the order to detonate the C-4. The only way to do this is to hang down on the side of the bridge and creep your way down to a truck 100 yards away that contains a Gas Grenade and the Sniper Rifle. There is an easy way to make it to the truck with plenty of time to spare. Once you creep past the Commander, climb back up the bridge and run down the side toward the truck. The two guards that are near this vehicle should now be on the opposite side, unaware of your presence. Avoid the guards near the truck, grab the equipment and head for the Agency commander.

• Quietly Eliminate Commander



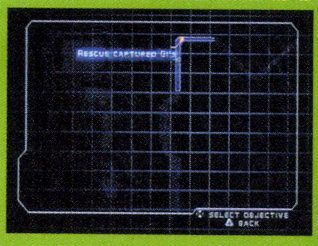
Stand on the vehicle near the Commander and toss the Gas Grenade at him to take him out.

• Disarm Four C-4 Charges



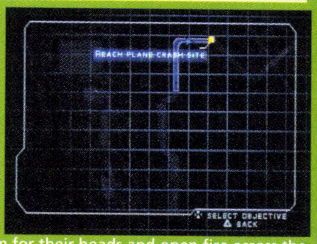
Each C-4 charge under the bridge is guarded by an enemy soldier, making them easy to spot. The first one is just below the Agency Commander's Vehicle on the western side of the bridge. Use your Sniper Rifle to take out the guard, then disarm the charge. The next two charges are also on the west side of the bridge, just before you reach the truck that contained the Sniper Rifle. The final charge is at the end of the bridge on one of the lower support beams on the east side.

• Rescue Captured G.I.s



The captive G.I.s are down at the end of the tunnel. Although it isn't necessary to kill the remaining guards on the bridge, it is recommended. This way they won't sneak up on you as you creep down the tunnel. Once you have dispatched the remaining guards, make your way through the tunnel to the point shown in the second photo. Aim for the head of the stationary guard and fire as the roaming guard walks by. You will be able to kill both guards in two or three shots this way.

• Rescue Plane Crash Site



After rescuing the G.I.s and starting off down the tunnel again, you will be greeted by three trucks carrying three guards each. Since the guards are all wearing Flak Jackets, head shots are required to kill them all. Although your comrades may take out one or two guards, do not depend on them to kill too many; this will get you put in a body bag rather quickly. As soon as you see the enemy soldiers exit the trucks, aim for their heads and open fire across the screen. Since the weapon automatically aims at head-level, getting a head shot off on each enemy should be a piece of cake. Take them out before they get a bead on your or your G.I. buddies, as losing a G.I. will cause you to start from the last checkpoint. After taking care of the third truckload of soldiers, you will find yourself at the end of the stage. It seems that the Agency was waiting for you here as well and has sent a little surprise for you in the form of another rocket-toting helicopter. With one last-ditch effort at saving your neck, you jump from the bridge into darkness as you see the rockets fire...

Mission 5: McKenzie Airbase Interior

Lian has escaped the prison-like interior of the airbase; now she must find her way through the base exterior to the flightline, where she can attempt to steal a chopper and make her way to the C-130 crash site and meet up with Gabe. As with the interior airbase personnel, the outside guards are also on alert for Lian and will shoot on sight should they see her. Lian must move through the airbase undetected and try to collect any information from Morgan before stopping him from ordering an airstrike on the Rockies.

Mission Objectives

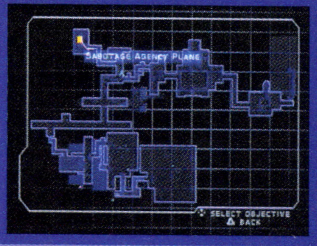
• Locate a Silenced Weapon

Just after you begin this stage, you should see two soldiers a few yards away in front of you holding a conversation. Wait until their conversation ends and take out the stationary soldier with a taser shot. Pick up his ammo and follow the other soldier in between the buildings to the west and onto the large tarmac. After a cut-scene, run over to the cargo truck at the south end of the tarmac. Hide behind the truck and wait for the roaming guard to come by. Take him out with your taser and grab the Sniper Rifle from the back of the truck.

• Get Information from Holman

Sneak up on the remaining guard here and take care of him with your taser, then head west again to the end of the small alley. Climb up onto the building and jump down the other side to the ground; this will cause one of the guards to come investigate the noise you just made. Hide behind the truck and take him out with your taser when he is in range. Next walk over to the cardboard boxes near the second soldier. Climb up the boxes, lower yourself down the other side and walk up silently behind the guard. Take out this guard with a taser shot as well, then follow the alley around the corner to the left and stop here. Just as you overhear Falken and Morgan talking about the airstrike, a patrolling guard decides to come your way and cuts your eavesdropping short. Hide behind one of the crates behind you and show him how it feels to have 120,000 volts of electricity pass through his body. Jog up to where the two Agency operatives were talking and wait for a cut-scene.

• Eliminate Agency Pilot



From the alley, make a right and head toward the electronic hangar door by the perimeter fence. Open the hangar door and shut it quietly behind you, then follow the alley into the hangar itself. Sneak up on the pilot near the left side of the plane, switch to your Sniper Rifle and take him out with a bullet to the head.

Syphon Filter 2

• Sabotage Enemy Plane

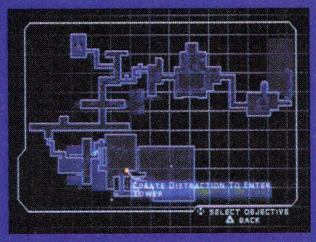
Before leaving the hangar, be sure to check the underside of the plane for an access hatch. Cut and splice some wires here and there to effectively sabotage the plane.

• Get Information from Holman (continued)

Apparently, a lone guard overheard you fiddling with the F-22 and has come to investigate the noise. Hide behind the building and give him a shot with your taser when it's convenient. Continue on out of the hangar and hide near the edge of the building. This will keep you from being detected by the two roaming guards up ahead. When the coast is clear, sneak up on the guards and give them each a shot with your taser. Follow the building around to the south—past the cargo truck—and look for the spotlight ahead on top of the corner of the southwest building. Take out the light with a shot from your Sniper Rifle...or just wait until the light is pointed in the opposite direction and run by it to avoid detection. Just past the next checkpoint, stop near the corner of the west building and watch for a cargo truck to come driving by. As the cargo truck draws near, run toward it and position yourself so that you are in between the truck and the south wall. Run with the truck down the road past the second guard and look for a small alley off to the left. Let the truck pass you and head down the alley, avoiding the guards on either side. Sprint through the alley down into the small hangar and follow Holman through the hangar door. After a brief cut-scene, follow Holman and his bodyguard through the hangar and wait for a conversation to ensue. After Holman dismisses his armed escort, take out the guard, then turn your sights on Holman. Sneak up behind him and "extract" any information that you can get...

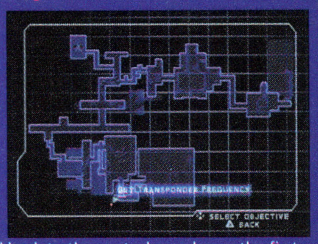
• Create Distraction to Enter Tower

Backtrack from where you left Holman through the hangar and past the cargo truck to the next alley. Take out the guard in this alley and sneak around the corner to the right. From here the path splits; you can either go straight onto the tarmac or right down another alley. Take a right first and follow the alley down and around the corner to the left. Switch to your Sniper Rifle and shoot out the spotlight that sits on top of the control tower. Retrace your steps back down the alley and quietly creep onto the tarmac. Watch for the roaming soldier here and hide behind one of the many boxes until it is safe for you to take him out. Run over to the east fence and follow it until you can take cover behind the cargo truck in front of the tower. If you look closely at the cargo truck, you'll see that you can turn the ignition and start the vehicle. You'll find the distraction that you are looking for by ramming the truck into reverse and letting it run loose on the tarmac. As soon as the truck starts to move, make a quick left and hide behind the building until the soldiers in front of the tower entrance are gone.



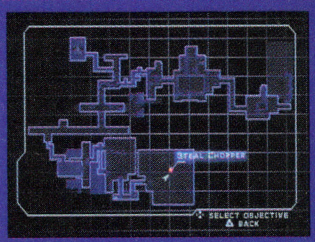
• Get Transponder Frequency

Once you are safely inside the control tower building, take the elevator up to the tower itself. There are two guards in the control tower. When you exit the elevator, you will overhear one of the guards giving Falken clearance to take off in his helicopter. While he is engaged in conversation, sneak around the control tower in the opposite direction and take out the guard near the giant map with your taser. Retrace your steps once again and head back to the control panel near the first soldier. You will have to be quick here and take out the first soldier before he discovers the unconscious guard lying near the giant map. Zap him before he can sound the alarm. After disposing of both guards, look near the wall to find a control panel. Tap into it to get the transponder frequency.



• Steal Chopper

Take the elevator down and follow the hallways out to the helipad. When the cut-scene ends, quietly take out the guard, then Falken, to reach the chopper.



Mission 6: Colorado Train Ride



It seems that Gabe has miraculously escaped Archer's helicopter attack and has landed himself a ride on a westbound United Pacific freight train. Archer is in close pursuit, however, and has other plans in mind for Gabe. He has reinforcements this time: an Agency RET (Retrieval and Elimination Team) that's been instructed not to allow Gabe to escape the train alive. The only way that Gabe can reach the crash site now is to take the train west, so he will have to fight his way through the Agency troops that are attempting to assassinate him.

Mission Objectives

• Reach Engine and Stop Train

You begin the stage next to the wreckage of the caboose near the end of the train. Immediately start running for the front of the train with M-16 in hand. Just as you pass the second car, Archer will drop the first three members of the RET Team onto the hollow boxcar just ahead. Sneak forward until you can see just over the lip of the boxcar and take them out with head shots. At the sixth car you will run into two more RET Team members, with the one on the right possessing a plethora of grenades. Jump down into the car, lock onto the left terrorist then take out the grenade-toting guard on your right. Just after you kill these two, another assassin will sneak up behind you as you jump down onto the next car. Turn around and take him out quickly then spin 180° to face two more terrorists jumping you from behind. Fill these two full of lead and head for the next car. As you approach the ninth car, two more RET members will try to rush you from the front with guns blazing. Take them out with head shots before they get close then continue on. Just as you pass the 10th car (oil tanker) you will see two more RET members on either side of the 11th car. Take out the right one first then hide behind the filling cap of the tanker and take potshots at the distant terrorist until he collapses. Just past the checkpoint and the 12th car you will be greeted by two more cowboy terrorists. They stop a few meters away and can hit you easily so try to take them out before they get close. On the 14th car (boxcar) you will run into two more baddies, which are easily taken care of. Be careful when making your way to the next car; there are two snipers sitting on the car coupling in between the two boxcars! Lock onto them one at a time, but be wary of the Flak Jacket-wearing guard in the next car who is chucking grenades. Stay and fire too long at the RET members in between the cars and the grenade-tosser will put you in a pine box. Quickly jump down into the next car and take him out with a shot to the noggin. When you pass car 18, you will enter a tunnel. Watch for enemies both in front and behind as you don your Night Vision Goggles. The key to surviving this section is this: run away! Bum-rush the guards in front of you, locking onto them and shooting them one-by-one. This will allow you enough space to turn around and face the RET members that were shooting at your behind. There are a total of eight RET assassins here, including the two that jumped you from behind. Take them all out before you continue. After you exit the tunnel, you will have to hurtle yourself over four more cars to reach the next section of the train. When you finally reach the next oil tanker you are ambushed by another RET soldier; this one decides to toss a grenade at you while you are standing on a few feet of metal separated by 1,000 gallons of gasoline. You jump from the tanker just in time to see the train separate and burst into flames.

Mission 7: Colorado Train Race

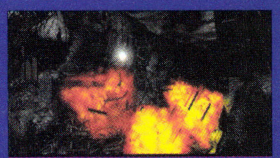
Mission Objectives

• Reach Lead Car and Stop Train

Although not quite as long as the previous stage, it still may take you awhile to reach the engine due to the high number of assassins still roaming the train. Since you only have a limited amount of time to reach the engine, try not to spend too much time in one area; the results could be tragic. As soon as you start the stage, climb up to the



Archer seems to have more tricks up his sleeve than David Copperfield. He flies his Blackhawk chopper ten miles ahead to a bridge that spans a wide chasm. Potentially risking the lives of his own men, Archer cold-heartedly fires rockets at the bridge in an effort to stop the train and Gabe from making it across the gorge to the C-130 crash site. With the bridge now destroyed, Gabe must reach the train's engine and stop it before it plummets of the broken bridge to certain doom.

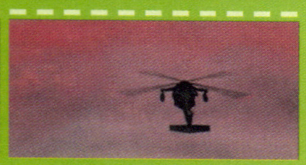


top of the first car and watch for the two RET members who are running your way with weapons drawn. When you reach the third car, you will see it is an open boxcar with crates stacked intermittently across the car. This is an excellent place for any Agency member looking to take a shot at you, so be wary when approaching any of these cars. As you drop down into the car, you will see a case with a Flak Jacket inside. If you need it, grab it. If not, it will be here when you do need it. There are three RET members here on this car hiding behind boxes. Peep around corners before blindly running through the small maze of crates; this may save you from walking into an ambush. Shoot the Agency troops and make your way to the fifth car. As you reach the fifth car, you will see a terrorist standing on the sixth car just ahead who is tossing grenades your way. Keep moving until you reach the top of the fifth car, then take out the terrorist with a head shot since he has a Flak Jacket. As you reach the seventh car you will be greeted once again by two RET members running your way with weapons drawn. Deal with them and continue on. When you reach the end of the eighth car, stop and look for the two Agency troops in the next car standing guard. Take them out before they see you and make your way to the 11th car. There is one assassin sneaking around in between the crates here. Blast him, take his ammo and sneak up to the last crate before you reach the front of the car. There is a terrorist wielding a shotgun just on the other side of the crate. Pop around the corner and sink a few rounds into him before he gets any shots off; shotgun blasts at this range can be deadly! As you make your way onto the 12th car, you will see two more terrorists up ahead. Instead of firing at you, they decide to turn tail and save their own lives by running and leaping off the train. When you reach the 14th car, you will meet up with another Agency troop standing guard on the left side of the car. Take him down from the top of the 13th car if you like; he only has a 9mm. On the 15th car you will see a terrorist run and hide behind some crates. Sneak up on him and pop around the corner to nab him then move on to the next car. There are three RET members on the next car, all armed with different weapons. The lead terrorist will have an M-16 while the support terrorists near the rear of the car have a shotgun and 9mm, respectively. Watch for the terrorist with the M-16 first, he will be roaming the car. Take him out first, then jump to the blue crate in the center of the car. Fire down the last two terrorists from here and they will have a hard time hitting you. Pick up their ammo and move on. Look for two more terrorists with Flak Jackets near cars 17 and 18, with one terrorist hiding in between the two cars. You face your final Agency troop near the front of the train on the 19th car. He has a shotgun so don't let him get too close before he starts launching hot lead toward you. Just past the 19th car you will contact Lian. With the sudden realization of the fact that the runaway train is now unstoppable, Lian informs you of her backup plan. She waits for you near the rocket-torn bridge hovering in her stolen chopper. With intestinal fortitude rarely seen by men, you jump from the train just as it plummets over the edge and land safely in Lian's chopper.



Mission 8:
C-130 Wreck Site

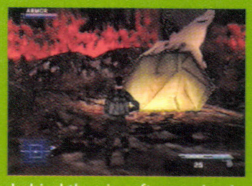




Gabe and Lian navigate their stolen chopper through the Rockies and into the surrounding area of the crash site. Knowing full well that Gabe plans to recover the stolen data disks, Archer stays one step ahead and deploys his own personal hit squad to keep Logan from reaching his goal. Since Archer is now aware that Lian has escaped and is most likely aiding Gabe, he has set a trap for them just outside of the crash site perimeter. Anticipating this, Gabe orders Lian to take the chopper up to 4,000 feet so he can't get the "jump" on Archer's goons by parachuting into the crash site.

Mission Objectives

• Find Data Discs in Tail of Airplane



As you parachute in, you will see two members of Archer's team directly in front of you. Sneak around the small slope to the right and take them out with head shots. In between the two soldiers there is a box containing a Flak Vest; leave it for now and come back to it later. Up ahead you will see part of the C-130's fuselage, which is guarded by four men. Look for two patrolling guards on the right side of the aircraft, one on the left side and one directly behind the aircraft cowering in a ditch with some grenades. Take out the three guards on either side of the aircraft, then rush the final troop before he can get any grenades off. Pick up the ammo, grab the Flack Jacket you left behind if necessary and keep moving forward toward the wing section. The wing is sitting off to the right of the next chunk of the fuselage. Look under the wing to locate a box containing a Sniper Rifle. Grab it and carefully head toward the next large piece of the aircraft: the hollow center fuselage. Run down the center of the aircraft until you hear Archer's men yell, "He's in position now!" At this point, three snipers will appear on the small hill just ahead of you. Immediately turn around and head for the cover of the dirt mound directly behind you. Squat down and take out the two snipers on the left and right sides of the hill. Next you will want to sneak up to the rear left side of the aircraft. This will keep the center sniper from hitting you, but will allow you to peek around the corner and take him out with a head shot. Run past the hill and down into the smaller valley just to the left. There is another troop here tossing grenades at you so get close to him before he gets the chance to play "hot potato" with you. Continue on until you reach the tail section of the aircraft. Look for the crate in front of the tail to locate the data disks. It seems that Archer is one step ahead of you again and has already recovered the disks. After he taunts you about not being able to locate the disks, four snipers will appear out of nowhere with their weapons trained on your head. Switch to you shotgun, take cover behind the tail section of the plane and take the snipers out one at a time with shotgun blasts.

• Retrieve Data Disks from Archer



After you kill all four snipers, you will have to get to the beginning of the stage as quickly as possible to stop Archer from taking off with the disks. As you pass by the hollow fuselage (where the three snipers sat atop the hill) you will once again hear a verbal command by Archer's goons as to your whereabouts. This is the signal for three more snipers to come out of hiding. Run back and hide behind the hill where the snipers where and get in a good position to take both snipers out with your Sniper Rifle. After you've taken care of the two near the end of the fuselage, sneak inside of the broken aircraft, hug the left wall and pop out from behind your cover to take down the final sniper ahead near the left hand ridge. Continue on until you hear the verbal command, "Get some snipers up there on the south ridge!" This is your cue to take cover behind the aircraft and snuff the three snipers along the ridge on the right. Peek out from behind the aircraft and take care of them with head shots. Continue on through the stage past the wing and make your way back to the beginning. You should arrive just in time to see Archer climb onto the helicopter's landing skid and see the chopper take into the air. The only way to retrieve the disks is by shooting Archer in the head as he flies away with the helicopter. Once Archer is dead, you recover the disks and rendezvous back at your HQ with Susan and Lian.

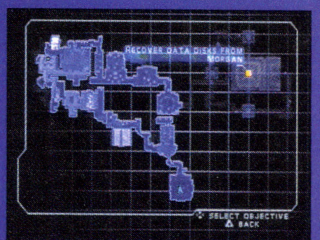
Mission 9:
Pharcom Expo Center

After analyzing the disks recovered from the crash site, a startling discovery is made by Logan and his team: the disks are useless without the encryption codes needed to decipher the data. The only known person that has access to these codes is Phagan, who has hidden the disk with the codes somewhere inside the Pharcom Expo Center. Morgan is also aware of the hidden disk and has sent an Agency detachment to locate them before Gabe does. Gabe must break into the Expo Center and locate the disk before Morgan does.

Mission Objectives

• Recover Data Disks from Morgan

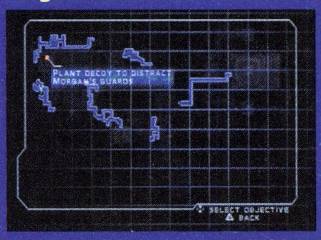
Drop down from the center pillar and sneak around the left side. Take out the right guard first with a head shot, then watch for second guard to run out from the left. Put him out of his misery and walk through the door to the next part of the stage. Don your Night Vision Goggles next and maneuver through the darkness to reach the next area. This next area is rather dangerous. There are five Agency men here, two with HKs, two with Sniper Rifles and one with a 9mm. Shoot the center guard first, this will cause the other members to run down to investigate. Take your time ducking in and out from behind the boxes and walls here to ensure you have a clean shot at each guard. After taking out the first three on the lower level, you will be faced with the task of taking out the two snipers on the levels above. Sneak over to the right hand side of the screen and pop out from behind the pillar to take care of the first sniper, then climb up a few levels to get a good bead on the second sniper. Grab the extra ammo and Flak Jacket then continue on. Head down to the end of the hall and make a left toward the ventilation shaft. Shoot out the shaft to climb into it. Follow the shaft through to the other side and head right once you exit. You will put on your NVG once more, which will help you make your way through the darkness. As you are walking around the stacked crates and boxes you will more than likely encounter a roaming Agency member. Since most of the suits here are packing HKs, it would be advisable to take them out before they can get multiple shots in on you. If you follow the path through the crates you will come to a room where you will remove your NVGs. This room contains a crate with a



PlayStation strategy
PlayStation strategy

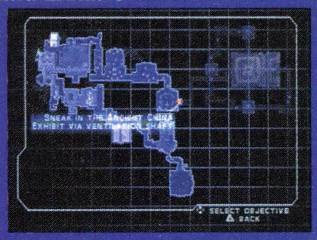
Flak Jacket inside. Grab the Jacket and watch for more Agency troops roaming the hall to your left. After you round the last corner, you will come to large room painted up to resemble the landscape of the moon. Watch for the guard on the catwalk, as well as the two guards that may have ran away when they saw you in the hallway. Kill all three guards and climb up to the catwalk, then make your way to the second ventilator shaft. Make your way through the shaft until you reach a point where you can see a G.I. guard standing in the room just below you. Pull out your Crossbow, take aim at anything other than his head and fire. Since you can't climb down from the ventilator shaft here, continue on through the shaft until you reach the end. Lower yourself into the room and crouch near the unconscious soldier on the dock. You will see two more G.I. troops run up and upon noticing their fellow troop with a crossbow bolt sticking out of his chest, decide to place a call to their supervisor. After the first soldier runs off, climb up onto the dock and zap the first guard with your taser. Sprint down to the end of the hall and do the same to the other soldier. Next, climb back down into the room and climb up the boxes stacked against the left wall. Lower yourself down to the other side and take out the final guard in this room with your taser. Open the door and head into the locker room. Wait until the two guards here finish talking then zap the one by the locker. Grab the Girlie Mag out of his locker (for posterity only) then take care of his buddy behind you in the hall. Enter the next room and climb the crate sitting to the left of the rest stockpile. Ease yourself onto the floor and incapacitate the G.I. here. Climb the crates to the top, wait for the guard to walk past, then leap over to the stone walkway. Take care of the roaming guard here and make your way over to the next ventilator shaft near the far wall. Climb through the shaft then out of the other side, where you will make contact with Teresa.

• Plant Decoy to Distract Morgan's Guards



When your conversation with Teresa has ended, climb up the small ledge into the shaft in front of you. An Agency spook will show up here tossing grenades at you. Take him out as quickly as you can, then turn left and wait for the next Agency bad guy to show up. Shoot him through the grate then grab the grenades in the case before heading into the next section of the airshaft. Follow the airshaft through to the other side and follow the path to the right. Take out the suit at the end of the walkway for some HK ammo and a Flak Jacket if you need one. Retrace your steps back past the ventilator shaft and around the corner. Sneak past the first room on your left and head for the blue Aztec room. There are three pillars here. There is an Agency goon hiding behind the second pillar. Take him out with a shot to the arm from your Sniper Rifle. If you peek out from behind the wall, you will be able to see two more Agency members across the way. Take care of them both with your Sniper Rifle as well, then head down by the third pillar. Lower yourself onto the box below then down to the floor. Watch for a roaming guard just to the right of the crates. Pick up any extra ammo lying around and head for the small exit near the left side of the Aztec pyramid on the bottom floor. There is an Agency goon hiding around the corner here as well so be on your toes. Just around the corner here you will come to a room with G.I.s. Sneak up on the first one just around the corner and tap him on the behind with your taser. Make a quick left and sneak up on G.I.#2 just around the corner to the right. Face the stone wall here and plant your decoy.

• Sneak in the Ancient China Exhibit Via Ventilation Shaft



Look for the entrance to the next ventilation shaft in the back right hand corner of this room. Climb on top of the crate to reach the shaft. Make your way through the shaft and to the end where the room below is being guarded by two Agency members. Toss a grenade down below to crash their party then climb up into the next ventilation shaft. About midway through this next tunnel you will hear a guard say "You're coming out in pieces Logan!", after which you will see a grenade being tossed into the airshaft in front of you. Wait until the explosion clears then continue on down the tunnel. A few feet ahead you will see some more grenades being tossed into the airshaft. Avoid them similarly and continue on. Once you are out of the shaft and on the other side, you will see come to a room with two G.I. guards in it.



Sneak up on both of them and give them a taste of your taser to pass safely. The next room you should come to should be a warehouse with a giant stone obelisk in the center. There are three G.I.s in this room: two roaming and one stationary. Forget about the stationary guard, you can't sneak up on him without being seen. Instead, go for the two roaming guards. Tickle them with your taser and around the stone wall near the back of the room. If you walk around the wall from the left side you will be able to sneak past the remaining guard without a problem. Look for the ventilator shaft against the wall near the back right corner of the room. Follow the shaft until it ends to reach a room that has been affected by a sudden power loss in the building. You will have your NVGs equipped by this time so wandering around in the dark shouldn't be a problem. Climb down onto the crate and squat next to the left side of it on the floor. This will keep the G.I. guard from seeing you as he walks by. Take him from behind with your taser, then do the same to his buddy a few yards away on your left. Follow the small corridor to your left into the next room with the Stonehenge structure in the center. When you walk into the room immediately make a right and head for the far right corner behind the crates. Within a few seconds you will be attacked by three Agency goons: all armed with HKs and wearing Flack Jackets. Unfortunately they also have NVGs and can see you rather well. Hide behind the crate and wait for the first spook to come find you. Look for the second one on the other side of the crate to the right; the third will be waiting for you in the center of Stonehenge. Use your standard pop out and shoot tactic for best results. When you have taken care of all the guards here, climb onto the small rock sitting near one of the structures so you can jump to the top of the Stonehenge structure. Jump from stone to stone to reach the ventilator shaft in the ceiling.

Mission 10: C-130 Wreck Site

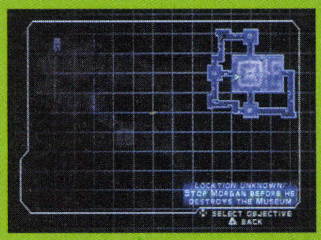


Gabe has made his way to the China Exhibit inside the Pharcom Expo Center and to Morgan. Morgan has somehow managed to get his hands on the encryption disc first and the only way to retrieve it is to pry it from his dead hands. Morgan didn't make it this high in the Pharcom food chain by being stupid, however, and has anticipated your arrival. He has set up explosives throughout the exhibit in order to collapse the building and cover the Agency's tracks. Taking Morgan out of the picture is not an option at this point; he is carrying a dead-man's switch which will automatically detonate all the explosives should he meet his demise and have time to pull the trigger. This makes your mission all the more difficult since you have to disarm the explosives as well as recover the disc from Morgan. Gabe enlists the help of Teresa here to disarm the explosives while he hunts down Morgan.

Mission Objectives

• Stop Morgan Before He Destroys the Museum

This is basically a two-part mission. First, you have to follow Teresa around to various locations throughout the exhibit to diffuse all the bombs that Morgan has been leaving for you. Second, you have to take out Morgan to recover the stolen encryption disc. From the beginning of the stage, leave Teresa to take care of the bomb and head to the east and up the stairs to the hallway. Just as you reach the top of the stairs, Teresa will contact you on the radio. Morgan has started arming a series of bombs and they need to be disarmed in the order that Morgan armed them. After you talk to Teresa, an Agency member will rush at you from the hallway. Put him down and continue looking for the next bomb. Follow the hallway until it ends, just in time to see Morgan fleeing after arming the bomb. Teresa will now come to your location to disarm the bomb so it is necessary to protect her. Look for two Agency goons to jump you from the east hallway and one more to fire at Teresa through the gate from the direction that Morgan ran off to. Look for the fourth and final Agency member to fire at you from the east hallway as well. Take care of all four guards to earn yourself a checkpoint. Follow Teresa back down the hall, into the main exhibit room, then through the south hall to find the next bomb. When you enter the small exhibit room at the end of the hall, look for a roaming Agency guard in this room before continuing down the next hall. Follow Teresa closely down the next hall and watch for a lone Agency guard behind a crate waiting to ambush you. Put him down while he is busy chasing after Teresa. Follow her to the next bomb and cover her tail while she disarms it. Look for two guards, one wearing a Flak Jacket, to rush you from the previous hallway first. Take care of them with headshots then train your weapon to the left hallway to greet two more Agency members. After Teresa disarms the bomb you will earn another checkpoint. Follow Teresa to the next room where Morgan remains one step ahead and manages to slip away. After Morgan narrowly escapes he begins to sense that the end may be near and he takes the time to arm another bomb. Follow Teresa once again to the main exhibit room then down the north hallway to reach the bomb. As you enter the second small exhibit room you will encounter another agency guard who is waiting for you. Turn him into Swiss cheese and continue to follow Teresa into the next hallway. Look for one lone Agency guard with a Flak Jacket to jump you from the right hallway while Teresa works on the bomb. She informs you that this is the last bomb in the chain and to find Morgan and distract him from arming more bombs. Retrace your steps back into the main exhibit hall to confront Morgan. Your battle with Morgan is split into two parts: a simple distraction and the actual battle.

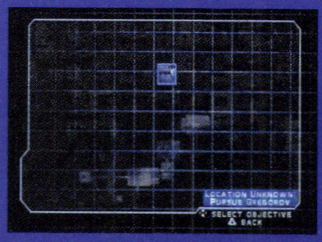




When you enter the hall, Morgan will begin speaking to you. Run around the exhibition hall in a square-like pattern while he chases you, avoiding his deadly grenade launcher, which can kill you in one shot. Keep avoiding him for the full minute and 15 seconds while Teresa disarms the bomb. When Teresa has finished she gives you the "OK" to take out Morgan. Morgan is quick, agile and has a grenade launcher that makes anything in your arsenal look like a water pistol. Not to worry though since you have the elements of cover and surprise. As soon as the battle starts, turn directly around and run up the stairs to take cover behind the top wall here. This is the perfect sniping point, since it is semi-protected from Morgan's grenades. From here you can fire at Morgan (only headshots will hurt him) or toss a grenade at him from a distance. If you choose to take him down with bullets, you will have to pop out from behind the wall and take potshots at him when he has his back turned. If you have a grenade, wait until he runs past you at the bottom of the stairs then toss a grenade here to take Morgan out in one shot.

Mission Objectives

• Pursue Gregorov



You begin the stage just above the now-destroyed dance floor inside the club. Gregorov's bodyguards are everywhere here in the disco so be careful when running blindly through the club. It just so happens that one of Gregorov's guards is a few feet away from you when you begin so take cover behind the speaker to your left before he starts firing at you. Pop out from behind the speaker to take him out with a headshot, then turn your pistol to the floor below where three more guards rush into the room after hearing gunshots. Try to take out at least one or two guards right away before they begin to toss grenades up onto the balcony. Take cover behind the speaker whenever necessary to get the job done. After shooting the guards below, walk along the catwalk and pick up the BIZ-2 the first guard left behind, then make your way over to the center catwalk. Don't run across just yet, there is another guard that enters the room with grenades and will take you out should you try to cross the catwalk to the other side. Fill him full of lead then run across the catwalk and leap to the bar near the high platform. Immediately drop to the floor below and take cover from the next two guards that enter the room. Pop out from behind the burning light fixture and shoot at them when you can to sustain minimal damage. Pick up all the ammo in the room then head out and down the hallway. After you make your first left into the large hallway, you will be fired upon by a guard near the left corner of the end of the hallway. Roll into the right outcropping near the door to get a good position to fire from, wait until the guard sticks out his head, then take him out when you have a clean shot. Make another left and run toward the stairs, stopping near the entrance and taking cover to either side. Just below two more guards will rush to the bottom of the stairs and wait for you. Peep out and shoot them with caution, as the left guard tends to stray away from his position and fire at you while his back is turned. Make your way down the stairs and pause at the left wall. Near the next set of stairs you will see yet another one of Gergorov's former guards standing near the entrance with a shotgun. Take him down as you have with the previous guards and head down the stairs. Make yet another left and travel down another set of stairs to enter the disco's subterranean basement. Before stepping out into the next hall take the time to kill the shotgun-toting guard here; you will need this area to take cover rather quickly. When you get about halfway down through the hall, another sniper guard will pop out from the left wall just ahead. Use the small payphone area to the left to take cover, then peep out and shoot the guard when you get the chance. In the large room at the end of the hall are two more guards with BIZ-2s and grenades. Take them out with headshots quickly before they get the chance to start tossing grenades at you and pin you down in the hallway, making it nearly impossible to escape. If you are running low on health, look for the Flak Jacket the rear guard drops to replenish you a bit. Pass through the next room, make another left and down another set of stairs to a checkpoint. Around the corner to the right are a couple more guards, one of which is sitting behind a bar. Take him out first, then run behind the bar and take cover from the other two guards in the room. When you are safely tucked behind the bar, watch for yet another guard to come down from the stairs to your right. Pop out from behind the bar and shoot him first, then run back toward the stairs from which you came. Sneak up near the right wall and fire at the two guards from here. This will limit the amount of hits you might take from sitting behind the bar. Before leaving this room, take the time to grab the Shotgun sitting behind the bar and any extra ammo/Flak Jackets if necessary. Make your way through the room, down another set of stairs and pause near the right wall. Another shotgun-toting guard is hiding in the small alcove on the right. Handle him as you have the previous guards, then climb up into the ventilator shaft near the vending machine. Follow the shaft until it ends, switch to your BIZ-2 and take out the two guards in the room at the end of the ventilation shaft. Run down the next set of stairs and watch the cut scene that follows. Wait for the yellow smoke to clear, then run across the room past the Moscow Militia outside to the bar. Take out the guard hiding behind the bar and look for a switch that opens a secret wall panel. Walk down the stairs and pause near the right corner to overhear some of Gregorov's ex-guards holding a conversation. Pop out from the corner and sweep all three guards with your BIZ-2. If you miss any, they will be hiding for you in the boiler room just ahead. Make sure you take out all three before continuing. If you walk into the hall just past the boiler room you will be jumped by two more guards. Run back behind the left wall and pop out to shoot them when you have a chance. Pick up any extra ammo or Flak Jackets then make your way into the next part of the hall. If you try to enter the room to your right you will be attacked by yet another guard, so lure him out by walking into the room for a split second then retreating behind the wall. Peek out from behind the wall and shoot him when its clear, then look right to locate another guard at the top of the stairs just in front of you. Kill him similarly and make your way down the stairs. In the room below yet another guard in a Flak Jacket sits back and tosses grenades at you from the far corner. Get close enough to scare him out of his hiding spot them put a bullet in his head before he draws his weapon. From here the hallway splits; you can either go left or right. Go right first and grab the case of Grenades at the dead end then turn around and head back left. In the next long hallway look for two more shotgun guards: one stationary and the other hiding behind a wall. Kill them both, grab the ammo and continue on down the hall to the right and to the door. Open the door then take cover behind the back left speaker. This will keep you from getting shot by the two guards that drop down to the lower floor looking for you. Switch to your Shotgun and take care of the two guards on the lower floor, then look for the third guard sneaking around the perimeter of the second floor. Put him down with a shot to the head before he has the chance to start tossing grenades and climb up the speaker and onto the second floor. After you make it to the second floor, watch for the guard at the end of the hallway who is waiting for you. Kill him and follow the hallway to another set of stairs that lead down. Cautiously walk down the stairs and fire at the two goons that are engaged with the Moscow Militia across the way. Run to their position and across the room, avoiding the Moscow guard to your left down the hall and into the bathroom. Look for one final guard in the last stall waiting for you. Shoot him then shoot the glass above the locker to make it outside.

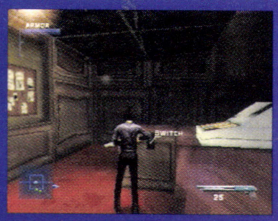
Mission 11: Moscow Club 32





Upon attempting to decipher the data disc with Phagan's encryption codes, Gabe learns that the data is somehow incomplete. It is likely that Gregorov has the missing Kazakhstan files needed to fully decipher the data and has agreed to meet Lian in a public Moscow disco to discuss the missing files. It seems that the Agency has an interest in the missing files as well and has sent Mara Aramov to "retrieve" the data before Logan gets his hands on it. Fleeing from an attempted assassination attempt and his own guards, who are now in collusion with Aramov, Gregorov attempts to escape the disco by any means possible. The only way to recover the files is to catch Gregorov before he escapes the nightclub.



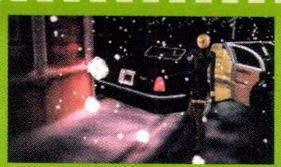


Mission 12: Moscow Streets

Mission Objectives

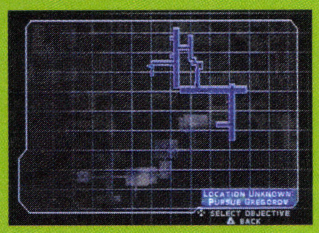
• Pursue Gregorov

You begin the stage after you climb up out of the disco basement onto a deserted Moscow street, where you see Gregorov run by you attempting to escape Aramov's clutches. Follow him around to the right and look for a sniper



Lian chases Gregorov out onto the city streets where Gregorov is cut off by a limo-driven Mara. Gregorov agrees to come quietly but instead turns on Mara by giving her a shot to the kisser with the limo door. With Aramov in close pursuit, it is now up to Lian to reach Gregorov before Mara does and recover the missing files. Since Gregorov is needed alive, the only way to subdue him is to get close enough to use a hand taser to incapacitate him.

atop the building to the left. Take him out with a headshot before he can toss grenades at you, then grab the spare weapons lying on the ground nearby. Just ahead of you two of Gregorov's ex-goons will rush you from the street ahead: one from the right alcove on the street and one from beneath the overpass just ahead. Take them out, pick up their weapons and move on. When you reach the overpass watch for two more guards to jump out from behind the stone wall with .45s. Take cover where you can and fill them full of lead when you get the chance to continue down the street. At the end of this small street you will see Gregorov taking a breather. Follow him to reach the next street. Before you reach the next street you will encounter another guard, this one carrying a shotgun. He will peek out from the right corner by the end of the building. Run across the street after killing the guard and take cover behind the bus stop. If you sneak a peek around the bus stop you will see two snipers on top of a building across the way waiting for you. Take them out from behind the bus stop and pick up their Night Vision Rifles, which will be useful later on in the stage. Just as you reach the next street you will be confronted by a group of Moscow Militia who are guarding the route you need to take to get to Gregorov. You will need a non-lethal weapon to take out the Militia soldiers.



• Find Teargas Gun

If you turn 180° around and head back down the street in the direction you came from, you will see two Moscow policemen engaged in a small firefight with one of Aramov's soldiers. Quickly run up and search the side of the police car for the Teargas Gun while the Moscow cops are occupied.

• Pursue Gregorov (continued)

Make your way back up the street to the Militia roadblock. Aim for the center guard with your Teargas gun to take out the first three guards in one shot.



Next train your sights on the guard that is patrolling atop the building, then finally take out the last guard who is hiding around the right corner of the building. Gregorov awaits you at the end of this small street once again, staying one step ahead of you. Avoid his headshots and duck into the small alcove on the left before he takes off running. Follow him down the alley and wait for a cut-scene. As soon as you hear a car's engine starting, run as fast as you can for the doorway on the right to avoid being run down by the car. After the vehicle crashes, carefully climb up onto the car through the flames and make your way onto the rooftop. Make your way through the maze of buildings on the rooftop to this point. From here you will leap across to the other side of the building, scaling the building as quickly as possible to avoid the Moscow Militia members firing at you from the street below. Just around the corner of this building to your right you will encounter one of Gergorov's ex-guards with a sniper rifle pointed in your direction. Take out the sniper and fall down to the empty street below. Make a left and continue down the lonely street to this point. Avoid the two oncoming cars by jumping up and grabbing on to the pole, then drop quickly and reengage your search for Gregorov. After you run a few yards down the street you will meet with Gregorov once again, who waits at the end of the street for you with his gun trained on your head. Duck into the side alcove to avoid his shots then continue to pursue the Russian. Switch to your Night Vision Rifle before you come to the next street; this is the part of the stage where it will be utilized. There are three snipers here with grenade launchers that line the top of the buildings on your left side. Lock onto them with your Rifle as soon as they pop up on your radar and take them down with precision shots before they get the chance to rain hell fire down on you with their grenade launchers. Continue to follow Gregorov along the street and stay with him as he attempts to lose you by quickly turning right onto a small side street. Gregorov will be firing at you this whole time so take what cover you can find by hiding behind the parked cars along the street. Continue with this method until you reach a busy street where cars are crossing. Carefully make your way across the street under the arch and to the end of the stage.

Mission 13: Volkov Park

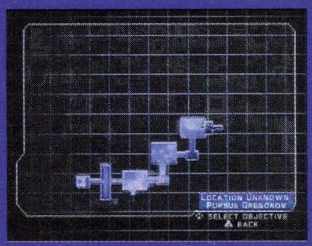


Gregorov has managed to give Lian the slip and has made his way into Volkov Park in hopes of getting away from Mara. Gregorov has managed to slip away into the fog and darkness of the night, trying desperately to escape. The only way for Lian to keep up with him is to follow him at a close pace, which can be deadly since he is an expert shot with his pistol. If Gregorov slips out of view for too long and escapes here, any chance for finding a cure for Syphon Filter will be lost.

Mission Objectives

• Pursue Gregorov

As soon as you begin this stage you will be thrust into immediate combat. Up ahead are two Flak Jacket-wearing guards intent on stopping you from catching up with Gregorov. Since they are immune to everything but headshots, the easiest way to take care of them both is to hide behind one of the surrounding parked cars and pop out from behind it to get a shot off when the coast is clear. One of the guards stands out in the open, while the other guard sneaks out from behind the park wall to shoot at you then return to his hiding place. Wait until he is fully uncovered from his protective wall them take him out with a headshot as well. Grab the ammo and Flak Jackets then head past the wall into the park itself. Basically what you want to do next is to chase Gregorov through the park—taking time to hide behind the various trees from his pistol shots—and up to the stone monument. Sneak around the right side of the stone monument to shield yourself from Gregorov's random fire and catch your breath when you reach the checkpoint. Gregorov will then run off again, leading you into another section of the park. Just as you pass this point you will be rushed by four more guards with .45 pistols. Take them down as quickly as you can with short, controlled accurate bursts with any automatic weapon before they get close enough to get a good shot at you. Pick up the ammo and continue on your intercept course with Gregorov. The next area you come to should be another clearing with a statue of a man's head in the center. Be cautious at this point, three more guards lie in ambush waiting for you. The first guard will come rushing at you from the left side of the fence. Simply hug the right side of the fence as you walk through the park to draw him out of hiding. The next two guards are near the statue. There is one guard just behind the statue that will play hide-and-go-seek with you from the back side of the mammoth monolith, while the third and final guard stands in the open just to the right of the statue chucking grenades your way. Take care of the grenade-tosser first with a shot to the head (Flak Jacket anyone?) then take care of his buddy behind the statue. Pick up any ammo/Flak Jackets and move on. At the end of this next long walkway you will come to a large, pitch-black area of the park where you will need to equip your NVG in order to see. Switch to your Night Vision Rifle and carefully creep ahead, watching for the five roaming guards that inhabit this area. If you are low on health take the time to silently rub out the guards that are wearing Flak Jackets, then look for the path leading out of the park near the south wall. Follow the path to reach another small enclosed area with a giant statue of a hand holding a hammer. Gregorov will detect your presence here and shoot out all the surrounding lights, leaving you in a blanket of darkness in hopes of concealing his tracks. Follow him through this small area and look for the next path near the west wall. Follow this short path down into the next part of the park and stop just before you enter the next clearing. There is a sniper off to your right hand side just past the fence taking cover behind a tree. Switch to your Night Vision Rifle to see him and pop out from behind the fence when possible to get a clean shot. After you pick up the sniper's ammo, turn directly west and sneak forward a few paces. Use your Night Vision Rifle to spot another sniper off in the distance pacing near a tree. Take him out as well, creep up a few more paces and look for the three remaining snipers on your left and right. Kill the right sniper first, then flank the other two from the right side and sneak up on them. Take them out with headshots, collect all the ammo and head for the next path near the far end of the west wall. Keep on the path and stop just shy of the bridge. This next part may be seem a bit tricky, but is actually a breeze if you know what to do. As you approach the bridge five guards will attack you: all with Flak Jackets, shotguns and BIZ-2s. This is a time when bravery gets you killed and cowardice pays off. Although it is possible to kill all five guards and cross the bridge, it is much easier just to sneak down the left side of the bridge, run underneath it, then climb out on the other side. As soon as you pull yourself up onto the street, run like mad for the end of the stage.



Mission 14: Gregorov

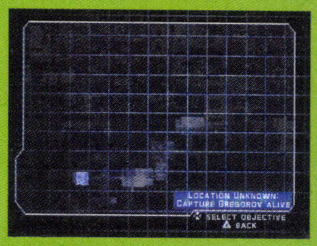


Gregorov has finally become physically tired of running from Lian over the past couple of stages. He decides to turn around and face Lian, Clint Eastwood style; one on one. The only way to incapacitate Gregorov and recover the data is to get close enough to him to use your taser. Be wary, for Gregorov is a deadly shot with a pistol and has no intent on giving up without a fight!

Mission Objectives

• Capture Gregorov Alive

Gregorov is very sneaky and seems to have eyes in the back of his head. Firing at him or trying to sneak up on him will only get you killed, since once he discovers your location, Gregorov will chase you relentlessly until he guns you down. Use the same tactic on Gregorov that he used on you previously; shoot out the lights and drown him in darkness. Simply run to the Cossack statue, fire at one of the lights and use the statue to shield you from Gregorov's gunfire. Eventually Gregorov will tire of chasing you and will start to walk around the park at a normal pace again. When he does this, shoot out the other three lights to leave him in total darkness. Without that aid of NVGs, Gregorov is completely helpless and falls easily when you sneak up on him with the taser.



Mission 15: Aljir Prison Break-In





Apparently the man that Lian captured in Koskov Park wasn't Gregorov, but an imposter sent by the Agency to retrieve Gregorov's missing data files. After being thoroughly "questioned" by members of the Moscow Militia, the lookalike reveals that the real Gregorov is being held in secret Gulag in Siberia called the Aljir Prison. Gregorov has been labeled a traitor and has been sentenced to death by the electric chair on that night. Since Gregorov is the only person who knows where the missing files are and Lian is running out of time, she undertakes the mission to sneak up to the prison, break in and free Gregorov before his scheduled execution.



Mission Objectives

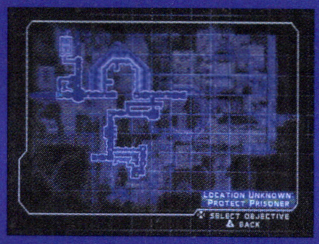
• Shut Off Prison Power

From the shower, run straight for the small corridor directly in front of you and sneak around the left corner. Quickly take out the prison guard before he has a chance to walk over to the iron gate just around the corner; this will lessen the chance you have of being discovered by the guards. Make a right, walk down the long corridor and make your first right through a doorway and into a small room. Go through the room and enter the small corridor on your right, then follow the hallway down and to your left. Carefully sneak up behind the prison guard and take him out with your taser.



• Protect Prisoner

From here you should see a female prison guard "interrogating" a prisoner. Double back the way you came to reach the first long hallway. Follow the hallway until it ends and look for another prison guard on your right. Give him a taste of the taser, then stand near the right wall and wait for the female prison guard to come and investigate why her teammate has suddenly become so quiet. When she is in range, take her out with the taser as well then walk up to the prisoner to rescue her.



• Shut Off Prison Power (continued)

Head directly east from the prisoner through the hallway and look for a small doorway on your left toward the end of the hallway. Stand by the door and wait for another prison guard to come your way then fry him with your taser when he is in range. Sneak out onto the cellblock, switch to your crossbow and wait for the guard patrolling below to walk by. Wait until you have a good lock on the guard then fire your crossbow to take him down silently. Creep around the cellblock walkway next to the confinement areas and around the first corner. You should see another guard off in the distance patrolling back and forth on a catwalk. Shoot him with your crossbow, switch back to your taser and cautiously continue on. Just past the next corner on the cellblock another patrolling prison guard waits for you. He will come out of one of the cells, make a right, walk a short distance, then turn around and go back to the cell. Hide around the corner until he is on his way back then follow him into the cell and give him a jolt with your taser. Switch back to your crossbow one last time and take out the final roaming guard below you. When you reach this point you will see four prison guards. Wait until two of them leave and the other two are involved in deep conversation before you make your move. Sneak over to the side of the walkway where the handrail is and gently lower yourself down from the ledge. Inch your way past the guards and pull yourself up from the ledge when you are clear.

• Protect Second Prisoner

From the cellblock, make a left and follow the hallway down. You should see a prisoner attempt to escape just ahead, with a female prison guard chasing her. Sneak up on the first guard in the hall, give him the taser, then sneak up on the female prison guard and compliment her likewise.

• Shut Off Prison Power (continued)

Turn around 180° and make your way back down the hall. Take a left when you can to reach a cut scene and the introduction of the service elevator. Take the service elevator down to the bottom floor, and hide near this wall to avoid detection by the guards. Once they have safely passed by, creep down the hall and sneak up behind the guard near the sub-level entrance hallway. Jolt him with your taser and continue on down the hall to reach a checkpoint. A cut scene will ensue, then the surveillance camera in the upper right corner of the hall will turn off momentarily, allowing you to sneak up and take cover next to the gate near the left wall. Wait until the female prison guard inside opens the gate, remain stationary until the roaming guard passes, then sneak up to the female guard and zap her in the back with your taser. After you watch the cut scene, you will be pressed for time, so make haste! Throw the switch on the right side of the control panel to open the opposite gate; this will cause the guard at the opposite end of the hallway to come and investigate. Zap him as he walks by, continue down the hall and stand to the left of the narrow doorway just ahead. This doorway leads to another cellblock, which is guarded by another roaming prison guard. Wait until he has made his round then sneak up on him from behind with your taser. Make a right out of the cellblock and creep up to the next guard in the center of the hallway. Plug him with your taser and walk into the next room to deactivate the power.

Mission 16: Aljir Prison Escape

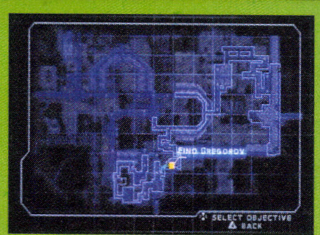




Gregorov is safe...for now. After deactivating the power in the Aljir Prison complex, some of the security grids in the prison seemed to have shut off as well. As a result, a riot has broken out in the prison. Lian needs to make her way to Gregorov as quickly as she can, avoiding the prison guards and weapon-toting prisoners. The only way to escape is to get to the top of the heavily guarded east wall as quickly as possible and jump into the river where Lian has left her air tank.

Mission Objectives

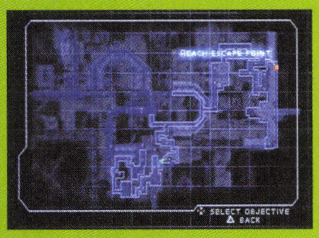
• Find Gregorov



After you turned off the power, Mara has put every guard in the prison on alert and they are now looking to send you and Gregorov packing in a pine box. Since the prison is now on alert and you no longer have to worry about being silent, you can now fire freely on any guard that crosses your path. You begin the stage in the main power room surrounded by four guards. Immediately duck down and wait near the far side of the room for one of the guards to show some intestinal fortitude and try to sneak up on you. Plug him, take his shotgun, then carefully peek around the left corner and look for the guard near the far wall. Shoot him when he pops out, then turn your shotgun to the opposite wall and take out the other guards likewise. Pick up the extra ammo, since you will have a somewhat limited amount on this level and head for the northwest corner of the room. Step into the hallway, make a quick right and pause just before you walk out onto the cellblock. As soon as you step out, four guards armed to the teeth will begin firing at you. Use the hallway for cover and shoot at them when you have a clean

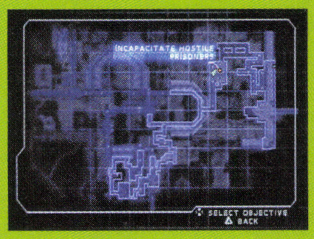
shot. The fourth guard sits at the west-end of the cellblock behind the wall near the end. Shoot him, pick up his shotgun and Flak Jacket then carry on. Follow the hallway down to the right then stop before you make a left into the next hallway. There are two guards here just around the corner so take precaution when firing at them since the other guard will always be in position to fire at you. Walk down the stairs, pick up the ammo and pause again before going down the next set of stairs to your left. This location is set up the same way, only the prison guards here possess shotguns instead of .45s. After you kill these two guards, don't run out into the hallway just yet. Quietly sneak down to the bottom of the stairs and peek around the left corner. You will see a guard playing hide-and-go-seek at the end of the hallway. Drop him with your shotgun then make your way down the hallway. Follow the hall around to the left and kick the door down with your shotgun still in hand. Two PK-102 armed guards will begin firing at you from the rooftop above. If you wait inside the hallway for a few seconds, the guards will put their weapons away and begin to fire grenades down toward you in the hallway. Wait until after the grenades explode, then rush out the door to meet them. Since they are busy fumbling with their grenades, they will not have a chance to fire at you with their weapons. Two slugs from your shotgun should be enough to take out each guard. Pick up their machine guns and carefully walk up the stairs to the next building. When you reach the top of the stairs, the door will open suddenly and two more prison guards will filter through and begin to fire at you. They are no problem for you with your shotgun in such close quarters so blast them and carry on. Follow the hallway as it turns left then right. When you reach the next small area you should see a prison guard on his knees facing the corner. Blast him then walk over to the next room where you should see three dead prison guards, where a cut-scene will follow. After the cut scene immediately turn around behind you and run for the hallway. Two prison guards will enter the previous room with guns blazing. Take them out one at a time and make a left into the next hallway, then a quick right to another hallway; this leads to the execution room where Gregorov is being held. Free him and be ready to make your escape.

• Reach Escape Point



Directly following Gregorov's freedom, three guard will rush in the room to prevent you from freeing him. The first guard appears behind you, with the other two guards appearing a split second later from the north exit. Blast them all with your shotgun before they get a chance to fire on your or Gregorov. Take the north exit and follow the hallway to reach the radio room. Stop yourself just shy of the room itself and hide behind the corner. From here you will see three prison guards rush in the room looking for you. Peep around the corner and shoot them all before you proceed into the room. When the room is clear you give the order for Gregorov to fall in behind you. Don't run out of the room just yet. Yep, you guessed it: Another prison guard waits for you around the corner down the hall. Use the hide and shoot technique once again to rid yourself of this guard and continue on with caution. The next major hallway you come to you will see a small group of prisoners run by then be gunned down in cold blood. Peek around the right corner and take care of the two evil guards at the end of the hall. Pick up their weapons and make for the red door just behind them. Wait for Gregorov to yell, "Snipers! Pull back!" then retreat quickly back through the doorway. Watch the cute scene then follow Yuri after he tosses a smoke grenade out onto the cellblock floor. Follow him closely and shoot the lock off of the electronic door to continue. Follow Gregorov down the hallway into the prison locker room.

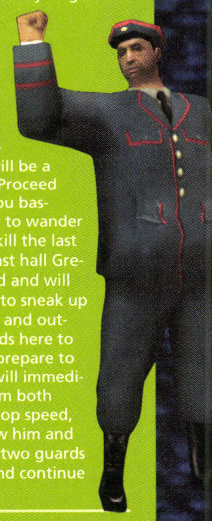
• Incapacitate Hostile Prisoners



Two female prisoners have mistaken you for prison guards and will not let you pass. The key to passing this objective is Gregorov; use him as a distraction. Run down the stairs and head for the north hallway. Gregorov will follow you and cause the prisoners to concentrate their fire on him as he hides behind the wall. Switch to your taser and zap the prisoners while they are concentrating on Gregorov.

• Reach Escape Point (continued)

This next part may be a bit tricky. In the hallways just past the locker room you will meet up with four roaming guards. The guards are all wearing Flak Jackets and will run in and out of the corridors shooting at you then run away, making them difficult to hit. Although you may take a few hits from each guard while trying to get off a head-shot, the reward will be equal since you can pick up their Jackets. The easiest way to kill the guards is to watch for them on your radar then stand here. You can take down the three guards at the end of the hallway easily from here and the final guard that comes out from the door behind seems to wander into your firing path, making him an easy target as well. Take out all four guards before continuing. Walk back to Yuri and hand him a pistol to help facilitate your escape. Walk back down through the hallway again and follow the next large hallway around the corner. Watch for another prison guard to rush at you from the hallway and watch Yuri go to work. Make a left after picking up the guard's ammo and fire on the two guards in the next hallway. Two more guards wait for you just around the corner to the left so hide behind the wall and fire at them from a safe position. Yuri will be a great help here so let him do some of the work if you want. Proceed down the next hall and wait for Gregorov to scream, "Die, you bastard!"—this will indicate that two more guards have decided to wander into your path. Kill them both, make an immediate left and kill the last two remaining guards in the hallway. As you turn into the east hall Gregorov will inform you that you are being stalked from behind and will take cover. Flip around 180° and kill two more guards trying to sneak up on you. Follow Yuri up to the door at the end of the hallway and outside. Carefully sneak past the spotlights and behind the guards here to reach the elevator. Hit the switch inside of the elevator and prepare to run for your life. As soon as you see Gregorov running, you will immediately be attacked by multiple prison guards; firing at you from both sides. You will then see Gregorov running down the wall at top speed, ignoring the prison guards in his way. It is up to you to follow him and provide him with cover while he is on his rampage. Blast the two guards that get in your way, making sure they don't kill Gregorov and continue running to reach the wall and freedom.



Mission 17: Agency Bio-Lab



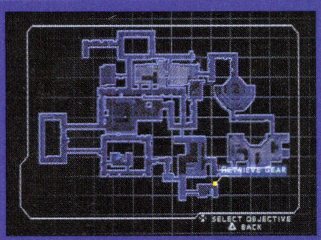
After retrieving the missing files from Gregorov, Lian, Gabe and Teresa retire to a hidden work center inside of the Whispering Woods Mortuary in Virginia. Since it is now in the latter stages of development, the Syphon Filter virus is now worse than ever and has bed-ridden Lian. Greatly concerned about her safety, Logan makes a call to Stevens, head of the Agency's biogenetic lab. He uses the missing data as a bargaining chip for Lian's vaccine for the virus and arranges to make an even trade. Knowing full well that he will be double-crossed, Logan enlists the help of Teresa for this mission. When Gabe finally arrives at the lab, he finds an Agency goon waiting to escort him upstairs to meet with Stevens. When Stevens and Logan finally meet, Stevens has a surprise waiting for him in the form of a sodium-pentathol filled syringe. As Gabe falls unconscious, he swears to himself the he will repay Stevens someday for his hospitality.

Mission Objectives

• Penetrate Security Net

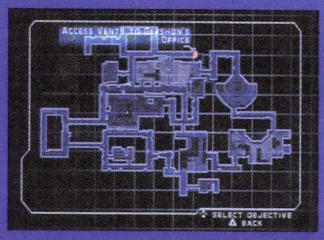
You begin this stage with no weapon, very little health and no map to guide you to your objectives. The only thing you have going for you is a lab coat, which isn't even very effective at fooling the enemy. Get too close to any personnel or security camera and the jig is up. The lab is quite large, with many locked security doors requiring certain access cards for clearance and you can wind up lost easily. Take time to learn the lay of the lab; it will help on this stage as well as the next. From the starting point exit the door and make a right down the hall. At the end of the hall make another right and follow the corridor down into the A3 section. Make a left, watch the cut scene and follow the lab rat around the corner to the right and up the corridor. Make sure you walk so you don't attract any attention. Stop at the top of the corridor, wait for a roaming Agency member to pass, then make a right, then left into the hallway. Sneak up to the box in front of you and wait for another roaming guard to pass you on your right in the hallway. Pause here and wait for yet another Agency spook to walk away. Walk behind him at a slow pace and hide behind the stacked crates in the center of the hall. Wait until he does his round and passes them on the right side; this is your chance to sneak around the crates to the left. Walk around the corner and out of the corridor. Look for a door on your right that leads into the A1 section. Walk through the door, down the hall and to a checkpoint. Look for the another spook just in front of you as you pass through the second door, then make a left and follow the hallway down. You should see another Agency guard looking through a glass window on the left as you pass down the hall. Stop near the stretcher at the end of the hall, pick up the knife that is lying there and walk back over to the guard. Try not to get too close as to alert him to your presence, but get close enough so you can take him out with a quick knife slash. Walk back down the hall and take care of the other suit in the same fashion, picking up some weapons and making this series of hallways clear to roam. Enter the small room in the hall through either door then walk up to the computer on the desk to penetrate the security net.

• Retrieve Gear



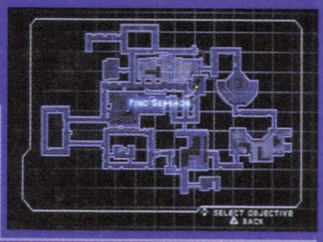
From this room, take the south exit and make a left out room. Make a left at the end of the hall, then look for a door on your right hand side in this corridor. Walk through the door and the decontamination process, walk through the inner door and sneak up on the suit guarding this area. Slice his throat and pick up his weapon. Make a U-turn and walk down the hallway behind you. Enter the room on your left, kill both of the lab technicians and grab your gear from inside the wall locker.

• Access Vents to Gershon's Office



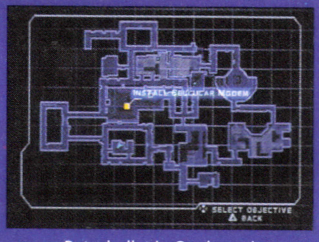
Exit the room and sneak up near the right wall where you offed the first guard. Switch to your Sniper Rifle and shoot the Agency suit on the lower level by the prison cells. Peak out from behind the wall and shoot the other suit near the far security door then watch the cut scene between you and Ramirez. Walk up the stairs past the security door—Teresa informs you that you need clearance to get through the door—and look for another door in the far left corner that leads out of this room. Walk up near the security camera directly in front of you and wait until the "Security Camera" text is on the screen. This is the cue to switch to your camera scrambler. Scramble the camera and down the corridor to reach the A2 area. As you pass by the lab you will witness another cut scene about Lian's vaccine. You can't gain access to the lab just yet so pass it up and walk through the sliding doors in front of you. Make a right at the first hallway and travel down into the A4 area. When you make it back to the starting point you will be rewarded with a checkpoint. From here make a left and follow the corridor around to the right. Kill the suit as he walks down the left hallway, then stand near the right wall in the previous hallway just before the corridor turns to the right. Watch for another Agency guard to walk toward you, then take him out with a headshot when he is close. Make a right and follow the hallway until you reach the security camera. Scramble this camera as well then carefully follow the corridor to the left. At the end of the hall you should see another Agency suit walking toward you. Take him down with a long-range headshot before he gets close. Look for the ventilation shaft at the end of the corridor.

• Find Gershon



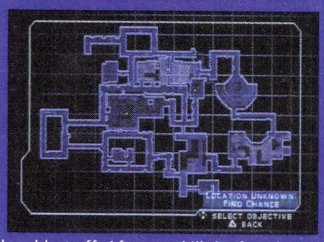
Follow the ventilator shaft to reach the room where Gershon is currently working.

• Install Cellular Modem



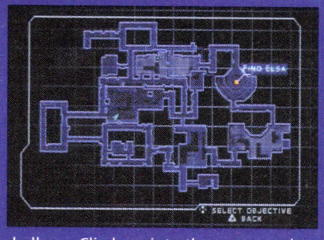
After you find Gershon, you will demand that he give you security access to the entire lab. You will have to follow Gershon from this point on. Follow him out of the room, run slightly ahead of him and pause near the right wall just before the corridor ends. If you peek out from behind the wall, you will see a lab technician walking the hallway. If he sees you, the game is up and he sounds the alarm. Make sure he doesn't see you and pop out from behind the wall to shoot him. Continue on following Gershon down the hall to the computer room. Put a bullet in Gershon, then look for the main panel here and install your modem.

• Find Chance



As soon as you begin to upload data to Teresa, three Agency members bust in the room and catch you in the act. Run for cover behind the computer near the southeast wall. Use the peek and cover tactic to eliminate all three guards. Be wary though as you are engaging the guards; a fourth guard will move in next to you while you are firing. Turn your sights on him and take him out before he gets a headshot off. After you kill the fourth guard either on the stairs or on the floor, a fifth and final guard will rush in the room. Take him out before he gets close and wait for the cut scene. If you got shot at all, one of the guards on the catwalk above was in possession of a Flak Jacket. Grab it and leave through the northeast door at the top of the stairs. Make a right out of the door, follow the hallway as it turns to the left, then make a right when you can and back into the area where you retrieved your weapons. The east door on the upper level should now be unlocked. Walk through the door and follow the hallway to reach and area labeled "B1". Head through the sliding doors then make a left into one of the sub labs. Kill the two lab technicians by the door and head for the far wall by the prison cells. Carefully walk up the stairs and pull the switch to gas the lab technician inside of the control room. Watch the reunion scene then head up the stairs to the door by the control room.

• Find Elsa, Synthesize Vaccine



Follow the small corridor around to the left and look for the Agency guard in the center of the hallway. Shoot him, pick up his weapon and continue to follow the hallway. As soon as you reach the next set of sliding doors you will view another cut scene and finally catch up with Elsa. Shoot the lab tech standing below in the observation room, then look for the door near the north wall. Follow the corridor around and look for another ventilation shaft at the end of the hallway. Climb up into the vent, sneak up on Elsa and watch her explain the effects of the virus to her cohorts. Climb down out of the vent and shoot her lackey while his back is turned. Head straight for the door in front of you to confront Elsa and recover Lian's vaccine.

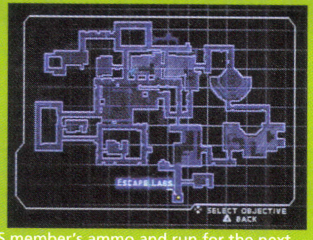
Mission 18: Agency Bio-Lab Escape



Elsa gives Logan the slip and manages to escape into the Lab. She alerts Stevens to the ongoing situation and Stevens sends in a squad of his Emergency Defense Squad; security shock troops covered in impenetrable full body armor. The only way to escape the lab is to make it out to the street level and find Teresa.

Mission Objectives

• Escape Lab

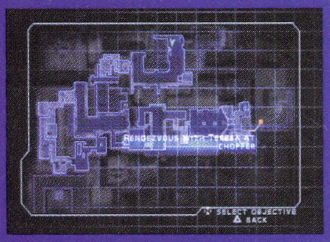


The way to the street level is a long and trying process. As soon as you begin the level, turn around and head for the east corner in between the wall locker and the wall. This will cause the EDS member to shoot up the chemicals on the table next to him, causing a big explosion and his demise. If you take too many hits, look for the Flak Jacket at the end of the counter on your left. Grab the HK near the wall locker, the EDS member's ammo and run for the next room. When you enter this next lab, look for the vent cover in the upper left corner of the room. Shoot it out and climb into the ventilator shaft. Drop out of the ventilator shaft and run as fast as you can down the hallway to the right and around the corner. Be careful at this point, you will now be chased by a couple EDS scrubs who are taking headshots at you. Follow the hallway down in between the stacked crates then head straight past the hallway on your right. Make a left at the end of this small corridor then an immediate right into another hallway. Look for a door off to your right hand side just before you reach the A3 area. This should lead to the room where you started mission 17. Shoot the vent out of the shaft near the computer desk and climb up into the shaft. Follow the shaft around and down into the morgue. Make your way around the morgue freezers to the left wall. Look for another vent cover and shoot it out. Climb into the shaft and make your way through the tunnel. When you pass a certain area where EDS guards are posted, they will inform each other that you are "In the vents!" Keep chugging past this point and into the office room just ahead. Look for yet another ventilation cover near the desk by the far wall. Guess what? Back into the vent you go. Before you jump out of the end of this next vent, stop for a split second. This is one of the more difficult parts of the stage. As soon as you jump out, run for the door up ahead on your left. Since there are two EDS guards here, they will detect you early and begin to fire on you. As they begin to fire, roll toward the outcropping where the door lies and try not to take too many hits before you get into the room. Walk past the row of wall lockers and pause by the automatic door. This next area may also pose as a bit of a problem. Pop out from the door and run through the doorway to your left. An EDS guard will see you here and run away from you while firing. If you stay at the doorway too long, another EDS goon will start plugging you in the back. Stay as close to him as you can while he runs down the hall and pause by the wall before making a left into the corridor. If you wait a second, the EDS guard will come running back your way with renewed confidence. Take this opportunity to roll past him into the hallway and run like mad for the end. As soon as you reach the point shown in the second photo, QUICKLY shoot out the grate in the hallway and wait patiently. At this point another EDS guard will run toward the area you occupy with weapon in hand. Back up a bit to draw his fire into the hall, then follow him closely as he runs away. Run toward the grate and jump up into the shaft before he can reload his weapon. Climb up into the shaft and follow it until you reach the cut scene. As you fall toward the giant fan blade, keep holding forward on the joypad to safely grab onto the next ventilation shaft. Follow the shaft up and out into the cell where Ramirez was being held. Walk up to Ramirez' body to view another cut scene. As soon as the cut scene ends, grab the Grenade Launcher from the case to your right and run back into the cell. Watch for an EDS member to come running down the stairs toward you. Get a good aim on him and launch a grenade his way. Run out of the cell and around the wall to the right hand corner. This will cause another EDS goon to come your way via the catwalk above. Lock onto him before he gets too close and take him out with a grenade as well. If you look closely, you will see a third EDS member just above the cell. Shoot a grenade his way then run up the stairs and hug the right wall. If you maneuver yourself so you can see around the corner, you will see a fourth EDS troop roaming the small corridor to your right. Don't shoot

him. Instead run past him and look for the door on the left that leads to the computer that controls the elevator. As you approach the door, yet another EDS troop will pop out and begin to fire at you. Turn around 180° and run around the right wall for cover. Walk all the way around the catwalk and take him out from a distance, then make your way back over to the door once more. Just before you each the door, a fifth EDS guard will roll into the doorway. Back up while keeping him locked into your sights and fire you last grenade round when you have enough room between you both. Run into the room and turn the elevator control switch on. This will allow Teresa to override the elevator control switch. As you attempt to run out the door, a sixth and final EDS guard will run into the room and attempt to bar your escape. Run for the wall near the left corner and stay there until the guard starts to pace. At this point, run out from behind the wall, roll out the door and run for the elevator to your left. Open the elevator and escape the Lab.

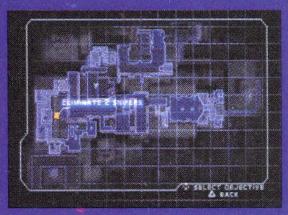
Mission Objectives

• Rendezvous with Teresa at Chopper



As soon as the stage begins, turn to your left. One of Stevens' goons will come out of the alley firing at you. Take him down with any weapon you like (preferable your HK since the ammo here is plentiful) and head down the alley. Grab the much-needed Flak Jacket at the end of the alley then turn around and head back out onto the street. Run down the street and head for the purple tractor near the end. Run around and take cover behind the truck just as a sniper begins to fire down on you from above. Pop out and shoot him when he reloads then pick up his ammo and continue down the street. Look near the small alcove on the right hand side of the street just before the candy-striped awning. Another Agency member waits for you here. Take him out as quickly as possible; while you are engaged in battle with him, another Agency chump will run down the street in front of you. Take cover near the left side of the street by the alley. Make a point to run down the alley and pick up the G-18 before you run back out into the street. As you reach the edge of the alley another sniper atop the adjacent building will rain down on you with bullets. Pop out when you feel comfortable and take him out with a few shots to the legs. Creep alongside the left building and kill the other previous Agency member who has now taken shelter near the stairs. Grab his Flak Jacket if necessary and continue to follow the street to the north. Look for a padlocked-door just off to your left as you stroll down the street. Shoot the lock and wait at the doorway for two more Agency troops to rush into the room. Take them both out with head shots as they attempt to shoot out the glass, and hurry inside; this will keep you from getting hit by a grenade from another sniper on top of the building outside. Follow the corridor around into the next room and quietly sneak up on another Agency troop from behind. Put him down quickly and head for the wooden case in the corner. Grab the M-16 in this case and head for the exit to this room as you pass by a checkpoint. Peep out from the door and look to your right just above the street. Another Agency sniper is waiting for you here. Shoot him and make a left out of the doorway toward the burning barrel. Grab the Flak Jacket in the case then head back up the alley toward the trash dumpster. Climb the dumpster up to the rooftop and quickly run for the fan in front of you. As soon as you reach the fan, another Agency troop will hop off the rooftop above and land near you. Pop out from behind the fan, shoot him and then listen to Teresa's broadcast about the S.W.A.T. team.

• Eliminate Two Snipers



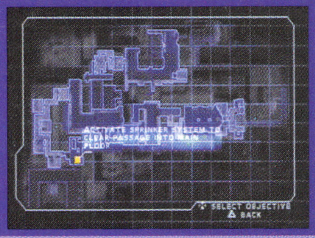
It seems that the S.W.A.T. team is having some problems handling Agency snipers and you need to save them. Climb up into the fan then climb onto the rooftop. Head for the left wall before going on, two more Agency members will wait for you here: one on the lower level near you and one on the rooftop above. Kill them both, pick up the Flak Jacket, then climb onto the ledge directly behind the fan. Lower yourself onto the tarp below then down to the street. As soon as you hit the ground you will see a S.W.A.T. member tear off down the street. Follow him to the end of the street to catch a view of the first sniper, then turn around and look for and Agency member running down the street toward you. Take him out and run across the street to the right side, then duck behind one of the building corners. Look for two snipers near the far building on the left; one on the roof and one near the door on the bottom floor. Kill these two Agency guards first, then carefully work your way over to the left side of the street. You will see another Agency sniper on top of the far right building. Kill him as well, then make your way back down the street. One the way you will spy a ramp going down into the basement of a burning building. This is your way into the building. Make your way down to the bottom floor of the building, then climb up onto the giant boiler in the center of the room. Walk along the edge of the boiler, avoid the flames, and lower yourself onto the ground near the room exit. Sneak into the next room and look for a guard down the hallway to your right. Kill him then head up the ramp directly behind you to the washroom. Be sure to grab the Dirty Laundry in the end dryer!

Mission 19: New York Slums



After escaping from the Lab, Stevens orders all troops to stop Logan from making it to his helicopter and escaping with Lian's antidote. Gabe has managed to make it to the city streets, but still has to run the next half-mile to make it to Teresa's evacuation point; the rooftop of a local garage. Drawn by the audible gunshots from inside the lab, S.W.A.T. team members have entered the area. Between them and Stevens' goons, Logan has to try to make it to the chopper ASAP to save Lian.

• Activate Sprinkler System to Clear Passage into Main Floor



Step onto one of the loose floor tiles in the laundry room and ride it down to the lower floor. This is where you will find the sprinkler system control.

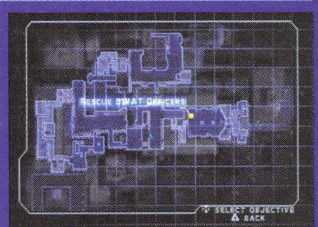
• Eliminate Two Snipers (continued)

After you activate the sprinkler system, immediately turn to your left and look for the two Agency guards to run down the ramp toward you. Blast them before they get too close and take the ramp up to the next level. Walk back up into the laundry room again and look for a doorway on the west wall. Carefully creep down the hall, pausing near the room on the left. As you approach the room, parts of the building will start to give way, causing ceiling beams and walls to collapse. If you look carefully you will see one of the snipers in this room. As one of the ceiling beams collapse, the sniper realizes that he is trapped and tries to leap over the burning timber. Needless to say, he does not make it. One more sniper to go! Pick up the dead sniper's Flak Jacket and weapon and move on. Follow the hallway until it dead ends. Look for another small room off to your right. If you peek around the corner, you will see an Agency member taking cover behind the table in the room. Take him out with a headshot then wait for another Agency guard to drop from the ceiling above. Take him down as well and walk over to the table. Jump up onto the table then up to the second floor. Peek out of the door to the right to make contact with a S.W.A.T. member. He thinks you are a terrorist and calls for backup just before he is killed by some of Stevens' goons. Keep your gun aimed head level where the S.W.A.T. team member was and kill both of the Agency members that come running around the corner with headshots. Follow the hallway around to the right then left. Look for another room sitting off to your left in the next hallway. Another Agency member has taken cover behind a table in this room. Shoot him as you pass by. If you enter the room, you will be shot by another suit just inside the doorway to the left. Make sure you kill him as soon as you enter the room to avoid getting shot multiple times. Just around the corner and down the ramp to the right is another one of Stevens' guards. As soon as you set foot on the ramp he will come running your way so watch for this. As you enter the next hallway you will see a room off to your right side. This is where the last sniper is. Peek around the doorway to take him down with no fuss.

• Rendezvous with Teresa at Chopper (continued)

Jump out of the window in this room to reach the streets once again. Make your way back to the street and hide behind the corner of the far right building again. Two snipers will be near the billboard waiting for you, with a third Agency member gunning for you on the street below. Take out all three Agency scum, then run back toward the area where you entered the burning building and look for an alley off to your right hand side. If you are low on health, look for a Flak Jacket near the neon Hotel sign. As you walk into the alley and make your first left, look for yet another Agency guard to rush at you from the end of the alley. Plug him and move on. When you reach the playground you will receive another call from Teresa indicating that a downed S.W.A.T. member needs help.

• Rescue S.W.A.T. Officers

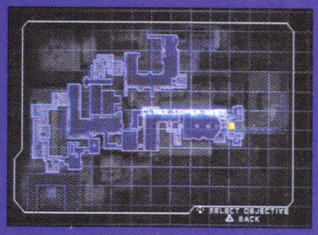


As you come into the next wide open street, you will see a S.W.A.T. member at the end of the road. He tells you to stop, drop your weapon and turn around. Before he can finish this order, a runaway Agency truck rams him. This is just a distraction, however, as two Agency members attack you from seemingly nowhere while a third fires down on you from above. Kill all three and head for the parking garage on your right. Just inside of the garage you will see one of Stevens' guards ducking behind a counter. Take him out with a headshot from behind and move on. Walk into the next room, grab the G-18 from behind the counter if necessary and then follow the hallway that leads to the courtyard. You will meet up with a S.W.A.T. officer in the courtyard. She needs to make it to the building ahead to save her partner. Lay down suppressing fire on both snipers while she runs to the building. The easiest way to do this is to switch back and forth between snipers with your R1 but-

ton while firing four or 5 rounds at a time. Cover her until she reaches the building, then let her return the favor for you.

• Clear Sniper Nest

After escaping from the S.W.A.T. officer, make your way upstairs using the stairs directly in front of you. At the top of the stairs and around the corner to the left you will find another Agency member waiting for you. Use the peek and shoot method to take him out. Grab the Flak Jacket if necessary and enter the room to your right



to kill the first sniper. Exit the room and make a right. Instead of entering the second room, look for another Agency guard near the opposite set of stairs to your right. Kill him, then enter the last room to take out the final sniper.

Mission Objectives

• Escape in Helicopter with Teresa

This stage is ranks on the "tough" scale right up there with Mission 18. The hardest part about this stage is avoiding the unrelenting number of Agency members that fill the sewers. Random Agency goons can and will appear anywhere at anytime so be prepared for this. The stage begins with you and Teresa trying to find the best way through the sewers and into the parking garage where the helicopter currently sits. Follow Teresa closely as she runs through the sewers, for protecting her is essential in this stage. Kill all the random Agency guards that pop out at you from time to time and pick up as many extra weapons and ammo as you can. When Teresa reaches the dead end by the central sewage dump, she will ask you to look for the drainage valve while she holds off any Agency members.

• Find Sewage Drain Valve

Run back down the way you came, killing any Agency members that get in your way, and cross the catwalk that leads over to the left side. Follow the left path through the sewers around a first left corner, and continue to follow the left path around another corner until you reach a small hallway to your left. There are two guards in this room, with the further one wearing a Flak Jacket. Take them both out with headshots and look for the sewage drain valve in the back room.

• Escape in Helicopter with Teresa (continued)

After you drain the sewer partway, Teresa spots Stevens and impatiently runs after him. After you pull the valve two Agency guards will rush into the anteroom, both wearing Flak Jackets. Take them out with headshots as well and make your way back to where you left Teresa. Lower yourself down onto the walkway below, walk along the catwalk to the left and pull yourself up to the next walkway near another sewage drain. Follow the catwalk along, blasting baddies and collecting ammo along the way. When you reach a large, square area you should see another outlet control station on your right. There are two Agency goons hiding in there waiting for you. Look for another Agency member to creep up on you from the side opposite the control room as soon as you start to fire shots. He is the only one here wearing a Flak Jacket. After killing all three spooks, pick up the ammo and head for the back left corner of the square room where you reach a checkpoint and are able to pick up a Flak Jacket. DO NOT grab it just yet, you will need it very shortly. Jump up and grab onto the pipe hanging from the ceiling and start to make your way across. About halfway across, you will see two Agency members come into view: one on the floor below and one running up the catwalk behind you. This is the tricky part. Maneuver yourself back and forth on the pipe, avoiding as many shots as you can until Teresa arrives and starts firing at the Agency baddies. Within two or three shots she will kill everyone in this area, leaving you free to go back and reclaim the much-needed Flak Jacket. Grab it and work your way back over to the area where Teresa was. Follow the long corridor up and into the parking garage. When you reach the parking garage, Teresa informs you that Stevens is here, along with some of his men. Stevens identifies you and has his men disperse into the garage to track you down. Take out both his men, grab any ammo and Flak Jackets if necessary, and head up to the roof as quickly as possible. As you reach the next level of the parking garage, you will see Teresa blowing away a couple of Agency members, then see her run off after Stevens again. If you look closely, you will see a black van directly in front of you on the other side of the garage. Stick to the left side of the garage here, as the van will start moving toward you at incredible speed. Quickly follow Teresa over near the small wall and train your gun to the to your left near the opposite end of the garage. Another Agency member will rush out here, taking headshots at Teresa. Take him out before he kills Teresa, then walk over to her to listen to her escape plan. Teresa plans to toss a smoke grenade into the staircase ahead to smoke out any Agency members. Switch to your H11 and move yourself so that you are standing about six feet away from the door while she tosses that grenade in. Zoom in and take out as many Agency members as you can with headshots while they are running out. At this point you and Teresa will split up. She takes the ramp up to the roof and you agree to take the stairs. Grab the M-79 rounds the Agency goons have left behind and carefully head up the stairs. There are seven guards in the stairwell. The first sits on the staircase in between the first and second floor, three positioned on the stairwells in between the second and third floor, and three at the third floor marker. When you reach the fourth floor, you will want to enter the parking garage. There are four of Stevens' guards in here as well, two on the left and two on the right. The first guard is around the corner to the left just near the entrance of the parking garage. The next one is wearing a Flak Jacket and is near the parked van near the rear of the garage. The last two are on the right hand side of the garage: one near the rear of the garage and one near the front right. Kill all of them and wait while Teresa chases Stevens into the garage. As you run around the left side of the garage and trap Stevens, he realizes he has now way out and surrenders.

Mission 20: New York Sewer

As Gabe makes his way back to rendezvous with Teresa and the chopper, Stevens confront him. Stevens is using a S.W.A.T. officer as a human shield and suggests that Gabe not try anything. With little regard for human life, Stevens kills that S.W.A.T. member as Logan watches. Stevens then turns his gun on Logan and begins to pull the trigger. Suddenly an explosion goes off, temporarily stunning Stevens and allowing Gabe to fall to the sewers below and escape. Although Teresa has saved Gabe for now, they still have to make it back to the chopper with Stevens in hot pursuit.

• Eliminate Stevens

Now that Stevens is trapped, you can kill him at your leisure. Fill him full of lead and watch the cut scene.

Mission 21: Finale

As Gabe and Teresa reach the rooftop, they find that the helicopter is already running and a familiar person is lurking nearby in the shadows. The shadowy figure draws his weapon...

Mission Objectives

• Final Boss

The last boss is one tough cookie, literally. He is covered in full kevlar body armor that resists pretty much any attack, even the Grenade Launcher. Running almost seems utterly useless since he can cut you down with six or seven blasts from his Shotgun. The key to defeating him lies within the helicopter. Get him to come around the right side of the building you start off in by walking outside and hanging out for a few seconds. As soon as you see him come around to your side, run back through the building out of the opposite door near Teresa and head for the left side of the chopper. The boss will give chase, firing at you the entire time. On the left side of the chopper inside of the cargo bay is a Flak Jacket. Skip it for now, you might need it later. Get the boss to come around the chopper to your side by baiting him, then run for the right side of the chopper. Grab the UAS-12 from the cargo bay on the right side of the chopper, and roll under the wing and fuel pylons to keep your enemy from getting too close to you. Stand on the left side of the chopper near the tail end where the control rotor is, switch to your UAS-12 and wait for him. Back off the rotor and stay to the right just a tad. Wait for him to roll underneath the helicopter, then unload on him with your UAS-12. The point is here to get him into a position near the rotor. By blasting him repeatedly with the automatic shotgun, you can knock him into the helicopter's tail rotor. Not even kevlar can save the boss from 400 pounds of sharp, bladed steel rotating at 5,400 rpms. The Agency is finished!

Cheats

Cheating is one of the better parts of every game and *Syphon Filter 2* is no exception. Although we haven't discovered any cheat codes yet, defeating the game does have its rewards. When Gabe runs across certain items in the game, he will say, "Got it!" These are items that indicate that a new level is now accessible in the multi-player mode. A complete list of these items will be included in the Multiplayer section. After you beat the game, you will also have the chance to view any FMV sequences you have previously seen, and even some that aren't in the game. Simply look under the cheat menu and depending what disc you have in your PSX, you will be able to take on the role of either Gabe or Lian one last time; to take a trip to the movies!

Multiplayer Mode

Riding on the coattails of the extremely popular *GoldenEye* multiplayer mode, Eidetic and 989 have decided to include a *Syphon Filter* one-on-one Deathmatch Mode in the game! Not only can you play as Lian and Gabe against each other, but you can also take control of some of the Agency operatives in the game. Take on the role of an Agency bad guy and practice your skills by blowing a friend to pieces or even practice your aiming by filling a buddy full of lead! Players have over 20 levels to choose from, each taken from the one-player game. Some levels are only accessible through finding certain items in the one-player mode. Although a few items are listed in the strategy, look for the rest of the items scattered throughout each level.





SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!



The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

Watch for it!

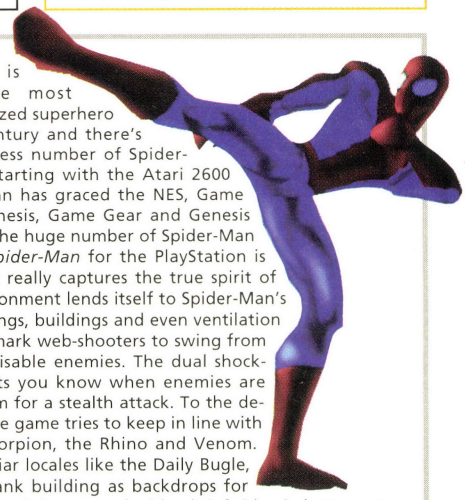
Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



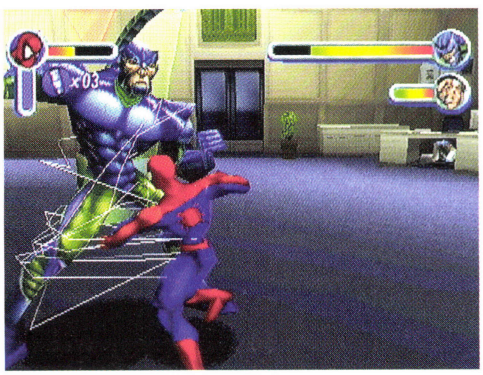
SPIDER-MAN



Activision • August • 1 Player



Spider-Man is probably the most widely recognized superhero of the last century and there's been a countless number of Spider-Man video games over the years, starting with the Atari 2600 back in 1982. Since then, Spider-Man has graced the NES, Game Boy, Super NES, Master System, Genesis, Game Gear and Genesis 32X in various incarnations. Despite the huge number of Spider-Man games available, Activision's new *Spider-Man* for the PlayStation is probably the first Spidey game that really captures the true spirit of our web-slinging hero. The 3-D environment lends itself to Spider-Man's ability to crawl anywhere: walls, ceilings, buildings and even ventilation shafts. You also get to use his trademark web-shooters to swing from place to place or as a weapon to disable enemies. The dual shock-compatible Spider-Sense feature lets you know when enemies are close by so you can sneak up on them for a stealth attack. To the delight of hardcore Spider-Man fans, the game tries to keep in line with classic storylines and villains like Scorpion, the Rhino and Venom. Fans will also recognize all the familiar locales like the Daily Bugle, Times Square and the New York Bank building as backdrops for several levels. Each level has a unique mission or goal with a brief video in between to propel the storyline. Neversoft, the developer of *Spider-Man*, has been working very closely with Marvel Comics to ensure the accuracy and feel of the character so they get it just right. Needless to say, we're very excited about *Spider-Man* and we think it could be huge...unless, of course, there's a mass epidemic of arachnophobia! An N64 version of *Spider-Man* is also planned later this year.

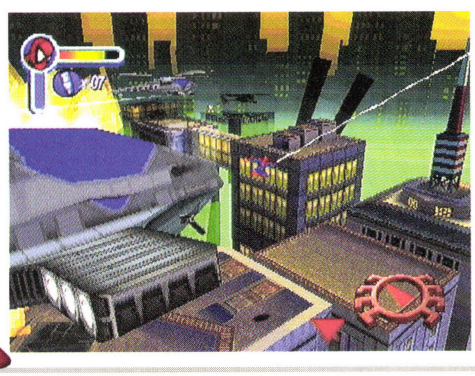








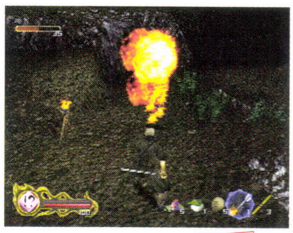






TENCHU 2: BIRTH OF THE ASSASSINS

Activision • Summer • 1 Player

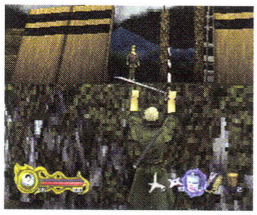


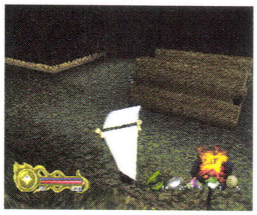


Tenchu: Stealth Assassins was a relatively unknown title when it first came out back in October of '98. Now, however, it bears the green "Greatest Hits" label and is considered to be a PlayStation classic. The follow-up title, *Tenchu 2: Birth of the Assassins*, takes place before the events of the first game. The story focuses on Rikimaru and Ayame's path to become super-stealth ninjas. Many improvements and additions have been made to *Tenchu 2*, including a mission editor that allows you to create your own levels! Daytime missions have also been added, giving the game a fresh new look when compared to all of the night missions in the first *Tenchu*. Rikimaru and Ayame have a whole bunch of new moves, including the ability to swim, set traps and even drag dead bodies away from open areas so as not to alert the other enemies! A whole new set of ninja tools await, including a blow gun and a "magic vanishing tree" that makes you invisible. It's going to be a big summer for Activision!







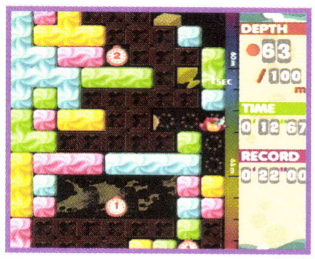


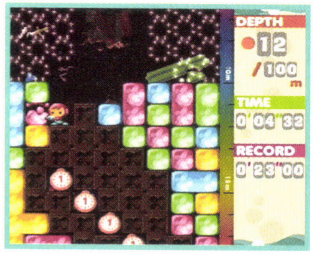


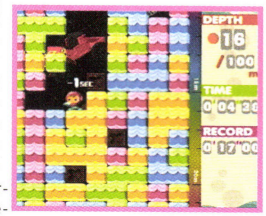
MR. DRILLER

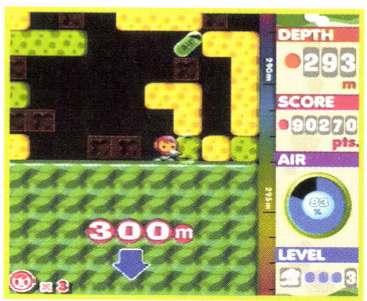
Namco • May • 1 Player

While the folks at Namco have developed puzzle games in the past, they're certainly not known for it. Indeed, the last puzzle game Namco released in the U.S. was *Pac-Attack*, way back in 1993! After checking out these photos, you might think *Mr. Driller* looks silly, cutesy and innocent. It may be all those things, but if you think that there isn't some seriously deep and exciting gameplay here, you might want to take a closer look before handing it off to your younger sibling. This is an incredible game design that's beautiful in many different ways. As with all truly great games, it's simple enough for anyone to pick it up and grasp the concept immediately, but it's also complex enough to continue to challenge experts. The object of the game is to drill as far down into the ground as you can go without being crushed by blocks above you. As you play, your air supply is continuously running out. Air canisters appear at regular intervals that will replenish this supply. Each stage is 100 meters deep and all the blocks above you disappear after clearing a stage. *Mr. Driller* is a must-have for everyone who owns a PlayStation. Namco's suggested retail price is $24.99. It's worth much more than that.







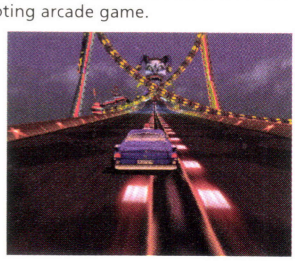


STUNT RACER 3000

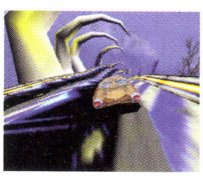
Midway • June • 1-4 Players

Developed by Boss Game Studios—the same folks who brought you *World Driver Championship*—*Stunt Racer 3000* is an over-the-top driving game with roller-coaster-like courses. The vehicles in the game are old-school '50s and '60s cars that can do outrageous aerial stunts. Each car can be upgraded using the money you earn by doing all kinds of stunts during the race. Various power-ups along the tracks help you give you an edge over other drivers. You can also earn new cars by beating the boss cars at the end of every challenge. The courses all lend themselves to stunts, much like *Lego Racers* or *Hot Wheels Turbo Racing*. Arcade goers will recognize that one of the tracks is based on *CarnEvil*, Midway's sinister gun-shooting arcade game.









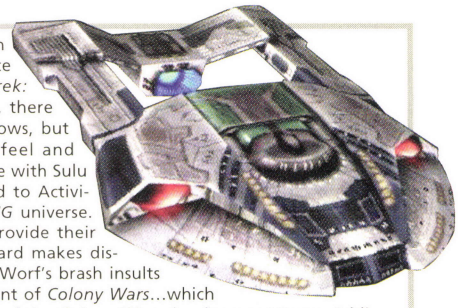




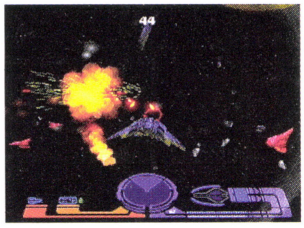


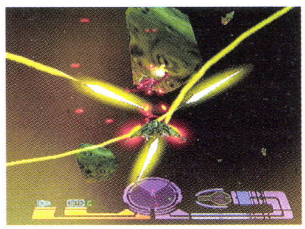
STAR TREK: INVASION

Activision • Summer • 1-2 Players

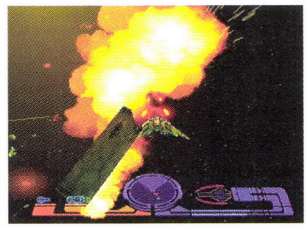


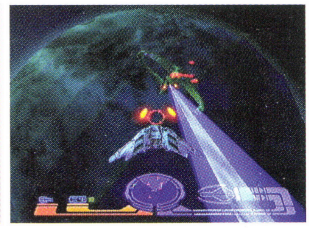
Star Trek fans have been missing something ever since the last episode of *Star Trek: The Next Generation*. Sure, there are those other spinoff shows, but they never captured the feel and spirit of *ST: TNG*. Instead of waiting around for a new Enterprise with Sulu at the helm, Trekkers who own PlayStations can look forward to Activision's *Star Trek: Invasion*. This game takes place in the *ST: TNG* universe. Most exciting of all, Michael Dorn and Patrick Stewart will provide their voices to the game. Thrill to battling the Romulans while Picard makes disparaging comments about your terrible maneuvering! Chill to Worf's brash insults and wide-eyed stare! The graphics and gameplay are reminiscent of *Colony Wars*...which is no surprise, since the developer, Warthog, includes members of the *Colony Wars* development team. Additional game features include over 20 missions, 10 weapons and encounters with old and new *Star Trek* vessels and life forms.







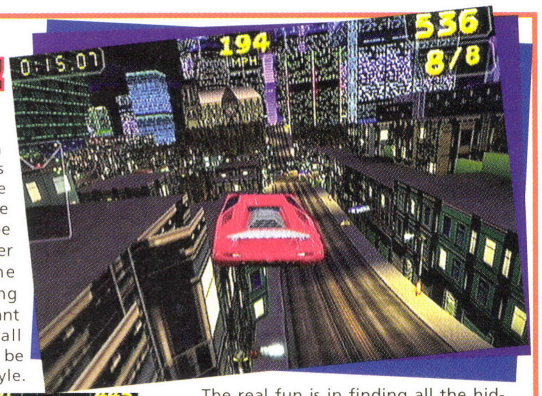




SAN FRANCISCO RUSH 2049

Midway • 4th Quarter • 1-4 Players

TIPS & PICK! TRICKS

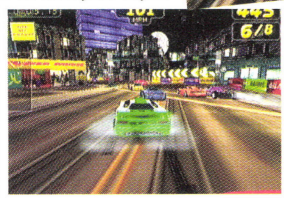




Get ready for some high-intensity racing on your Dreamcast! *San Francisco Rush 2049* is still a long way from being released on the Dreamcast, but the early version of the game we've played is already very solid, so don't be surprised if it comes to the stores a lot earlier than this fall! *Rush 2049* shows off the Dreamcast's power with gorgeous lighting and graphics. The game also runs at a constant sixty frames per second, which is how all Dreamcast games should perform! Cars can be tweaked before every race to suit your style.







The real fun is in finding all the hidden shortcuts in every course; some short cuts have high-flying loops and lift-off ramps. The game also has an extra Stunt Mode not seen in the arcade version...and we've heard that the game will have very special features that take advantage of the Dreamcast modem in extremely cool ways. Stay tuned...

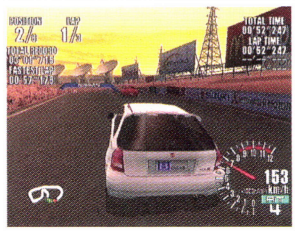
SEGA GT

SUPER 輸入 IMPORT!

Sega • TBD • 1-2 Players











Now that the *Gran Turismo* series has proven to be so successful, don't be surprised to see a bunch of imitators appear in the coming months. *Sega GT* seems to be the first of these. Much of the terminology and interface style are heavily borrowed from *Gran Turismo*. Some of the similarities include the system for buying, upgrading and modifying settings on your car. There are also license tests, but they seem to be much harder than those in *Gran Turismo*. If you were disappointed by the lack of a drag racing mode in *GT2*, you'll be happy to see that there are a few drag racing competitions in *Sega GT*. Some of the other notable differences include a new sponsor system and Carrozzeria. The sponsor system allows you to earn sponsors after winning particular races. You'll then get extra money from each of those sponsors every time you win subsequent races. Carrozzeria is perhaps the most unique feature. Instead of buying a car, you can build one yourself! You can specify the engine size and type, a drivetrain configuration and a body. At the beginning of the game there are only a few parameters to choose from, but as you progress you'll be able to select from a wider variety of bodies and engines. The graphics look great and there is a lot to do in the game; it just seems geared more towards the car freaks than the casual gamer because the cars in this game are even more difficult to control than in *GT2*.

AIDYN CHRONICLES: THE FIRST MAGE

THQ • Summer • 1 Player















Aidyn Chronicles: The First Mage from THQ should be a welcome addition to the N64 library, especially with the severe lack of role-playing games for the system. Featuring real-time 3-D environments and 3-D characters, *Aidyn Chronicles* lets you control a party of four characters. The main character, Alaron, is sent to patrol the wilderness when he is ambushed and left for dead. He is nursed back to health by a wise old woman, but realizes he has been poisoned by goblins. He then sets out on a long journey to find a cure. Time passes from day to night in the game and different characters will be affected depending on whether they are lunar- or solar-based. The non-linear design of the game allows players to complete various tasks in any order they choose. Chris Klug from TSR (makers of the original *Dungeons & Dragons* game) is the lead designer on *Aidyn Chronicles*, so you can bet there will be a lot of old-school RPG elements not seen in many games.

X-MEN: MUTANT ACADEMY

Activision • July • 1-2 Players





Activision's 3-D *X-Men* fighting game has been in the oven for quite some time now; in fact, it was originally scheduled for release in the spring of '99! Since then, however, the game has gone through some major changes and is now due in stores around the same time the X-Men movie hits the theatres on July 14th. Although the graphics are rendered in three dimensions, the fighting style caters more to the classic 2-D *Street Fighter*-type brawl with many fireball-like commands and no side-stepping. Ten X-Men heroes will be selectable, including Wolverine, Cyclops, Gambit, Storm, the Beast, Phoenix, Magneto and Sabertooth. The standard one-player suits will be the classic X-Men outfits from the comic books, with each fighter's alternate "Player 2" costume resembling the leathery duds from the film. Key feature: an Academy Training Mode where Professor X refines your mutant powers in the Danger Room.



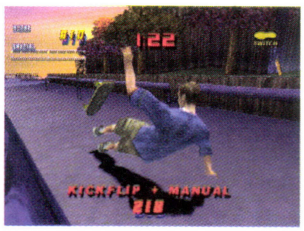






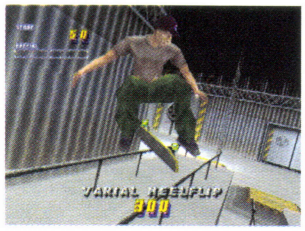
TONY HAWK'S PRO SKATER 2

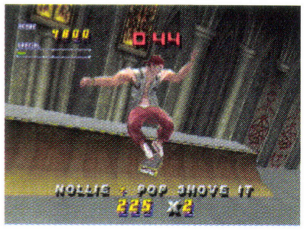
Activision • T.B.A. • 1-4 Players

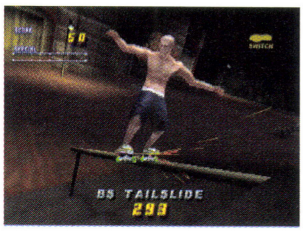


The popularity of skateboarding games last year is much like the snowboarding craze started by the *Cool Boarders* series a couple of years back. Like *Cool Boarders*, however, *Tony Hawk's Pro Skater* shined above the rest and became the definitive skateboarding game. By popular demand, Activision is continuing the series with *Tony Hawk's Pro Skater 2*! We just got these screen shots of the game, but unfortunately we don't have too much information on it at this time. From what we can tell, though, there seems to be a reward system in the game where you can earn cash by participating in different events or pulling off specific stunts. Look for the N64 version that's sure to follow.











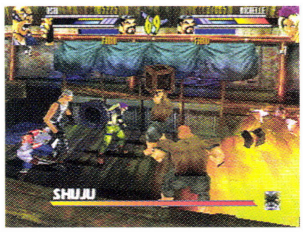


GEKIDO: URBAN FIGHTERS

Interplay • May • 1-4 Players

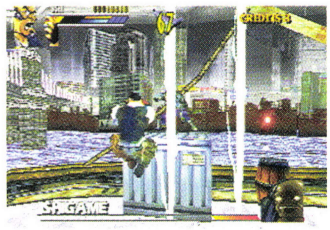








Gekido: Urban Fighters brings back the old-school street-brawl style of game popularized by *Double Dragon* and *Final Fight*. Choose between Tetsuo, Michelle, Ushi or Travis and take on street thugs as you march down the seedy alleys of urban hell. The regular Urban Fighters mode can have up to two players team up and take it to the streets, while the Arena Battle mode can support up to four players for an all-out *Wu-Tang* kind of fighting game. *Gekido* models itself after Japanese anime-style characters and the sound samples have Japanese taunts to add to the flavor. There are five hidden characters and several battle arenas that can be opened up by beating the game with different characters. Although the game has a very simple and direct style of play, there are some pretty flashy graphics and special moves to satisfy your hunger for eye-candy.





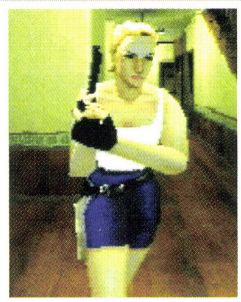
COVERT OPS: NUCLEAR DAWN

Activision • Summer • 1 Player

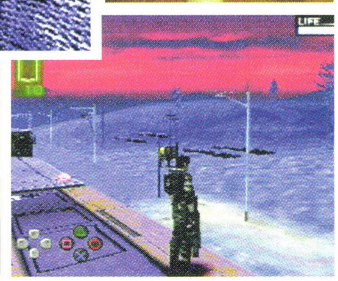
OK, so we have a lot of Activision games this month! The fact is, this company is going to have a huge summer this year. Throw in *Covert Ops: Nuclear Dawn* into the mix. The game was originally called *Chase the Express* in Japan and it was released by Sony Computer Entertainment back in January. You control Jack Morton, a NATO agent hired to reclaim a hijacked train called Blue Harvest. Like the movie *Under Siege 2* with Steven Seagal, a lot of the game takes place on the train as you clean out the cars from terrorists. The game plays like *Resident Evil* or *Dino Crisis* with preset camera angles; however, you can switch to a first-person view and actually look around each room for clues and items. Your job is to hunt down ex-KGB agent Boris Zugosky, leader of the terrorist group, before the train reaches France. Good luck, gentlemen!







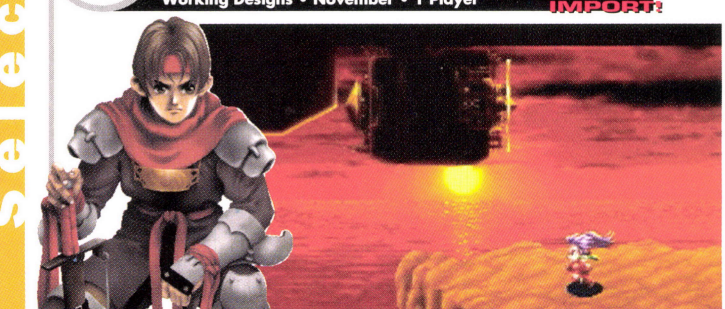


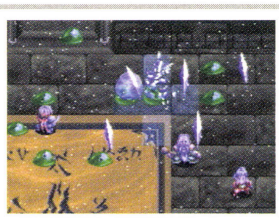


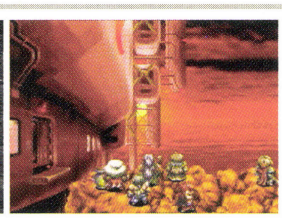
ARC THE LAD COLLECTION

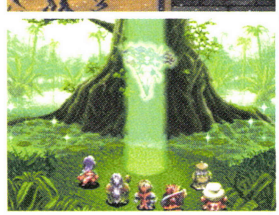
SUPER 輸入 IMPORT!

Working Designs • November • 1 Player











Wow, it's been a while since we've done a Working Designs preview! *Arc the Lad Collection* will feature all three chapters in the *Arc the Lad* saga, each of which came out as a separate title in Japan. This is going to be another monster package like *Lunar Silver Star Story*; it will include four game CDs plus a remixed soundtrack CD, a movie CD that allows you to watch a "Making of *Arc the Lad Collection*" documentary on your PlayStation and a hard-bound game manual. Like some of the past Working Designs games, if you preorder the title you'll be eligible for a very special offer. Judging from the huge sales of *Lunar Silver Star Story*, all signs point to the fact that people are not tired of two-dimensional role-playing games at all. It could also mean that if you spend good money on quality packaging, people will respond very favorably!

SUPERSHOT GOLF ROBOT

Crave • May • 1-2 Players











Supershot Golf Robot not only has a funky name, but it also has a wacky premise; you're being trained by robots to become a golf master! Vibot, your main golf tutor, leads you through an international tournament that takes you to courses in Europe, the U.S. and various other locations throughout the world. Two Game Boy Color units can be linked up for head-to-head competition. You can also earn a bunch of cash and go on a shopping spree for different types of clubs at the Super Shot Golf Robot Shop. The goal is to prove that humans are mightier than machines. If you can't do it, you'll end up as a lousy caddie for some robot!

SUPER MAGNETIC NEO

Crave • 2nd Quarter • 1 Player

Originally called *Super Magnetic Niu Niu* in Japan, *Super Magnetic Neo* is an altogether different kind of platform action game. Pinki and her evil cohorts have taken over the Pao Pao amusement park and Super Magnetic Neo must go in and save the day. Neo has a magnetic head that can attract or repel objects, depending on how he sets his polarity. His magnetic head can also help him fly by reversing the polarity in magnetic areas. The game's world is bright, psychedelic and has an irresistible "happy" feeling. Weird, but fun!







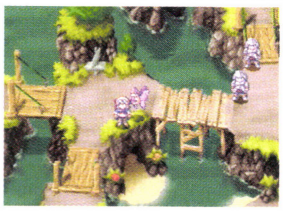


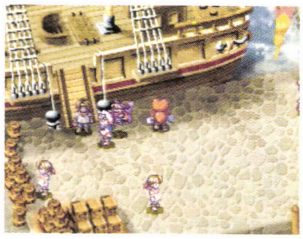
RHAPSODY: A MUSICAL ADVENTURE

Atlus • May • 1 Player









Originally known as *Puppet Princess* in Japan, *Rhapsody: A Musical Adventure* is an RPG that takes you through a world of song and dance. Cornet must find her one true love as she treks across Marl's Kingdom. With a magical horn, she summons the help of various magical creatures along the way. You can collect over twenty different puppets and monsters to join Cornet and her quest. There are several musical interludes as you progress through the game. Atlus U.S.A. is currently working with American singers to re-record the songs in English. There are some humorous spells like the "Pancake Attack." *Rhapsody* is an unique RPG with a fresh musical twist.



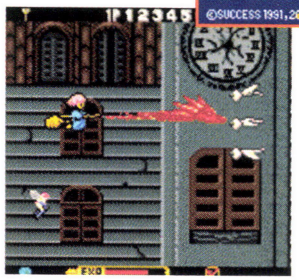
COTTON

SNK • 2nd Quarter • 1 Player



Die-hard shoot-'em-up fans should be familiar with the *Cotton* series, where you control a girl on a witch's broom as you blast away cute little enemies. *Cotton* has been seen in the U.S. as a "Super CD" game for the TurboGrafx-16/TurboDuo system, but in Japan the series continued on several different platforms; there's even a version called *Rainbow Cotton* for the Dreamcast. The NeoGeo Pocket gets the next incarnation of *Cotton*, but this time it's...smaller. The *Cotton* series is all about shooting monsters and giant bosses. After each boss battle, you enter a mode called "Tea Time" where you have to collect as many tea bags as possible. It's a cool little game!









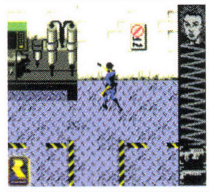
PERFECT DARK

Nintendo • 4th Quarter • 1-2 Players











To complement the spring release of the much-anticipated N64 game, *Perfect Dark*, Nintendo will release *Perfect Dark* for the Game Boy color later this year. There will be features in the Game Boy version that will work together with the N64 version, but the details are still very vague at this point. What we do know is that you will be able to use the Transfer Pak and exchange some sort of data between the Game Boy version and the N64 version. The Game Boy version will also support the Game Boy Printer, but its purpose is also a mystery. You will be able to link up two Game Boys and engage in a deathmatch with your friends. More details will follow as we approach the holidays.

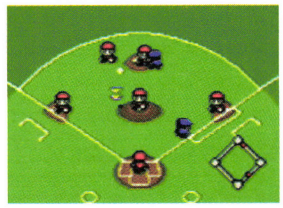
DYNAMITE SLUGGER

SNK • May • 1-2 Players

Ever since the days of *Baseball Stars* on the NES, SNK has been known for its highly entertaining baseball games. The company's newest offering is *Dynamite Slugger* for its own NeoGeo Pocket Color system. The cart features 28 international teams with lots of options, including the ability to rename players and customize pitching, batting and fielding commands. The available game modes include Exhibition, Pennant Race and Tournament; if you have the time and inclination, you can play through a full 160-game season. Two-player games require another console with a second copy of the game and a NGP Link Cable.











MOBIL 1 RALLY CHAMPIONSHIP

Electronic Arts • Available Now • 1-2 Players



There seems to be more rally racing games than ever before popping onto store shelves in the past year: *Need for Speed: V-Rally 2*, *International Rally Racing*, *Sega Rally*, *Colin McRae Rally* and there's even a rally







mode in *Gran Turismo 2*! Well, add *Mobil 1 Rally Championship* and you'd think we were crazy about this sport like the Europeans are. *Rally Championship*, however, is based on the actual Official British Rally Championship and features all 36 stages of the real-life courses. The game also captures the true roughness of rally racing where different terrains cause your vehicle to operate at different speeds. You can also do what you've always wanted to do in a racing game: veer off the track and drive around the environments! Rally racing, anyone?

THE LAST BLADE

SNK • Available Now • 1-2 Players

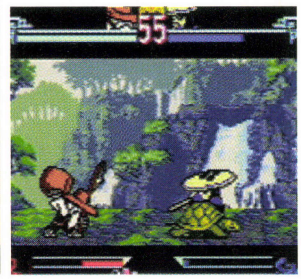


Based on the arcade fighting games, *The Last Blade* features nine immediately-available fighters and five hidden characters for you to unlock. There's a lot of cool secrets in this one; if you beat the one-player game in Story mode, you'll open up a second storyline featuring characters from *Last Blade 2*. The one-player mode has several different "sub-modes" including two mini-games, "Home Run Derby" and "Flying Escape." The coolest feature is the ability to collect money from fighting, which you can use to buy "scrolls" that unlock additional secret features, including special moves and artwork. Use the NGP Link cable to fight against a friend or trade the scrolls you've purchased.









GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

MAY

1	Airboardin' USA	Agetec
2	Blues Brothers 2000	Titus
3	Carmageddon	Titus
4	Excitebike 64	Nintendo
5	Fighter's Destiny II	Southpeak
6	Perfect Dark	Nintendo
7	PGA European Tour	Infogrames
8	Rally Challenge 2000	Southpeak

JUNE

9	Caesar's Palace	Crave
10	Hercules	Titus
11	Kirby 64: The Crystal Shards •	Nintendo
12	Looney Tunes: Duck Dodgers	Infogrames
13	Looney Tunes: Taz Express	Infogrames
14	Ogre Battle 64 •	Atlus
15	Starcraft 64	Nintendo
16	Stunt Racer 3000	Midway

3rd QUARTER 2000

17	Aidyn Chronicles: The First Mage	THQ
18	Banjo Tooie	Nintendo
19	ECW: Anarchy Rulz	Acclaim
20	International Track & Field	Konami
21	Mia Hamm Soccer	Southpeak
22	Power Rangers Lightspeed Rescue	THQ
23	Rugrats In Paris: The Movie	THQ
24	Scooby Doo	THQ
25	Super Bowling	Tommo
26	Tom & Jerry	Mattel

4th QUARTER 2000

27	Conker's Bad Fur Day	Nintendo
28	Mickey's Racing	Nintendo
29	Pikachu VRS •	Nintendo
30	Legend of Zelda: Majora's Mask	Nintendo
31	Winnie the Pooh	Mattel
32	X-Men: Mutant Academy	Activision

POSSIBLE IN 2000

33	1080° Snowboarding 2	Nintendo
34	Cruis'n Exotica	Midway
35	Custom Robo •	Nintendo
36	Earthbound (Mother 3)	Nintendo
37	Eternal Darkness	Nintendo
38	Mini Racers	Nintendo
39	Quest for Camelot	THQ
40	Resident Evil Zero	Capcom
41	Star Wars: The Phantom Menace	Nintendo
42	Super Mario Adventure	Nintendo

PLAYSTATION

MAY

1	Arena Football	Midway
2	Bassmasters Classics: Tournament Edition	THQ
3	Countdown Vampires •	Bandai
4	Danger Girl	THQ
5	Dragon Valor •	Namco
6	Duke Nukem: Planet of the Babes	GT
7	Gekido	Interplay
8	Grind Session	Sony
9	I.S.S. Pro Revolution	Tommo
10	Jeremy McGrath Supercross 2000	Acclaim
11	Lego Rock Raiders	Lego
12	MediEvil II	Sony
13	Mike Tyson Boxing	Activision
14	Mr. Driller	Namco
15	Nickelodeon CatDog	Hasbro
16	Nightmare Creatures 2	Konami
17	Polaris Snocross 2000	Vatical
18	Rhapsody: A Musical Adventure	Atlus
19	Street Fighter EX 2 Plus •	Capcom
20	Vagrant Story •	Square/EA
21	Vanishing Point	Acclaim
22	Wild Arms 2 •	Sony

JUNE

23	Alien Resurrection	Fox
24	Alundra 2 •	Activision
25	Baldur's Gate	Interplay
26	Carmageddon	Interplay
27	Carnivale	Kemco
28	Darkstone	Rockstar
29	Earthworm Jim	Interplay
30	In Fisherman Bass Hunter	Rockstar
31	Iron Soldier 3	Vatical
32	Legend of Dragoon •	Sony
33	Legend of Mana •	Square/EA
34	Lunar 2: Eternal Blue •	Working Designs
35	Major League Soccer	Konami
36	Men In Black	Electro Source
37	Mortal Kombat Special Forces	Midway
38	Motocross Madness	Activision
39	Paper Boy	Midway
40	Rampage Through Time	Midway
41	Reel Fishing 2 •	Crave

3rd QUARTER 2000

42	Action Man	Hasbro
43	Breakout	Hasbro
44	Carmageddon 2	Interplay
45	Championship Motocross 2	THQ
46	Chrono Cross •	Square/EA
47	Covert Ops: Nuclear Dawn •	Activision
48	ECW: Anarchy Rulz	Acclaim
49	Evil Dead: Hail to the King	THQ
50	Family Fued II	Hasbro
51	Frogger II	Hasbro
52	Galaga	Hasbro
53	Jeopardy II	Hasbro
54	MTV Sports: Skateboarding	THQ
55	NASCAR Racers	Hasbro
56	Parasite Eve 2 •	Square/EA
57	Power Rangers Lightspeed Rescue	THQ
58	Re-Volt 2	Acclaim
59	Rugrats in Paris: The Movie	THQ
60	Scooby-Doo	THQ
61	Snowcross Championship Racing	Crave
62	Spider-Man	Activision
63	Superman	Titus
64	Star Trek: Invasion •	Activision
65	Sydney 2000	Eidos
66	Team Buddies	Psygnosis
67	Tenchu II: Birth of the Assassins	Activision
68	Test Drive Cycles	Infogrames
69	Test Drive Rally	Infogrames
70	Threads of Fate •	Square/EA
71	Tonka Space Station	Hasbro
72	Wacky Races	Infogrames
73	Wheel of Fortune II	Hasbro
74	X-Men: Mutant Academy	Activision

* Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available as an import at press time.



GAME TRACK!

PLAYSTATION 4th QUARTER 2000

75	Flintstones Bedrock Bowling	Southpeak
76	Konami Rally	Konami
77	MTV Sports: Freestyle BMX	THQ
78	NASCAR Heat	Hasbro
79	Nicktoons Racing	Hasbro

POSSIBLE IN 2000

80	007: The World is Not Enough	EA
81	Breath of Fire IV	Capcom
82	Bust A Groove 2 •	T.B.D.
83	Chocobo Stallion •	Square/EA
84	Crazy Climber 2000 •	T.B.D.
85	Devil Dice 2 •	T.B.D.
86	Dragon Quest I - IV	Enix
87	Dragon Quest VII	Enix
88	Driver 2	GT
89	Felony 11-79 pt. 2 •	T.B.D.
90	Final Fantasy IX	Square/EA
91	Gallop Racer 2000	Tecmo
92	Gun Pey •	T.B.D.
93	Harvest Moon •	T.B.D.
94	Kamurai Shinlai	Namco
95	King of Fighters '99	SNK
96	Kiss: Psycho Circus	Rockstar
97	Macross Plus: Game Edition	T.B.D.
98	Mega Man Legends 2	Capcom
99	Messiah	Interplay
100	Metal Slug X	SNK
101	Olympics 2000	Konami
102	Persona 2	Atlus
103	Planet of the Apes	Fox
104	Resident Evil Survivor •	Capcom
105	Rogue Spear	Red Storm
106	Samurai Shodown: Warrior Rage 2 •	SNK
107	Strider 2 •	Capcom
108	Time Crisis Alpha	Namco
109	Tony Hawk's Pro Skater 2	Activision
110	Transformer Beast Wars Metals •	T.B.D.
111	Valkyrie Profile •	Enix

DREAMCAST MAY

1	4-Wheel Thunder	Midway
2	Arena Football	Midway
3	Draconus Cult of the Wyrm	Crave
4	ESPN NBA Tonight	Konami
5	Fur Fighters	Acclaim
6	Gauntlet Legends	Midway
7	Monster Breeder	Tommo
8	Nightmare Creatures 2	Konami
9	Off-Road	Interplay
10	Renegade Racers	Interplay
11	Street Fighter III: Double Impact •	Capcom
12	Street Fighter Alpha 3 •	Capcom
13	Tony Hawk's Pro Skater	Crave
14	Viva Soccer	Interplay

JUNE

15	Dark Angel: Vampire Apocalypse	Metro3D
16	Ecco the Dolphin	Sega
17	ESPN Baseball Tonight	Konami
18	Legend of the Blademasters	Ripcord
19	Microsoft Combat Flight Simulator	Konami
20	Seaman •	Sega
21	Sega GT: Homologation Special •	Sega
22	Space Channel 5 •	Sega
23	Spec Ops: Omega Squad	Ripcord
24	Virtua Tennis	Sega
25	World Series Baseball 2K1	Sega

JULY

26	D2 •	Sega
27	Deep Fighter	Ubi Soft
28	Jeremy McGrath Supercross 2000	Acclaim
29	Metropolis	Sega
30	Monster Breeder	Tommo
31	Super Magnetic Neo	Crave
32	Vanishing Point	Acclaim

3rd QUARTER 2000

33	Armada 2	Metro 3D
34	Austin Powers	Rockstar
35	Demolition Racer	Infogrames
36	ECW: Anarchy Rulz	Acclaim
37	Evil Dead: Hail to the King	THQ
38	Half-Life	Sierra
39	MTV Sports: Skateboarding	THQ
40	Silver	Infogrames
41	Syndey 2000	Eidos
42	Tokyo Extreme Racer 2	Crave
43	Wacky Races	Infogrames

4th QUARTER 2000

44	Alone in the Dark	Infogrames
45	Boarder Zone	Infogrames
46	Castlevania Resurrection	Konami
47	Dogs of War	Rockstar
48	Grand Prix 4	Hasbro
49	Hidden and Dangerous	Rockstar
50	Shenmue: Chapter 1 •	Sega
51	Star Trek New Worlds	Interplay

POSSIBLE IN 2000

52	Black & White	Sega
53	Cool Cool Toon	SNK
54	Crisis Zone	Namco
55	Croc 2	Fox
56	Dance Dance Revolution 2nd Mix •	Konami
57	Dee Dee Planet	Sega
58	Eternal Arcadia •	Sega
59	Evolution 2	T.B.D.
60	Floigan Brothers	Sega
61	Frame Gride •	T.B.D.
62	Grandia 2	Sega
63	Hello Kitty's Magical Block	Sega
64	Jet Set Radio	Sega
65	Jojo's Venture: Legacy of Future	Capcom
67	King of Fighters '99: Evolution •	SNK
68	Kiss: Psycho Circus	Rockstar
69	Marvel vs. Capcom 2: New Age of Heroes •	Capcom
70	Messiah	Interplay
71	Olympics 2000	Konami
72	Phantasy Star Online	Sega
73	Puzzle Bobble 4	Sega
74	Quake 3: Arena	Sega
75	Rent A Hero No. 1	Sega
76	Roommania #203 •	Sega
77	Samba De Amigo	Sega
78	San Francisco Rush 2049	Midway
79	The Seven Secret Mansions •	Koei
80	SNK vs. Capcom	Capcom
81	Soul Reaver 2	Eidos
82	Super Runabout	T.B.A.
83	Toy Fighter	Sega
84	The Typing of the Dead	Sega
85	Twinkle Star Spirits	SNK
86	Ultimate Fighting Championship	Crave
87	Under Cover AD2025	Sega
88	Virtua Cop 2 •	Sega
89	Virtual On: Oratorio Tangram •	Activision
90	Worldwide Soccer	Sega

GAME BOY COLOR MAY

1	All Star Baseball 2001	Acclaim
2	Brunswick Pro Pool	THQ
3	Heroes of Might & Magic	3DO

4	I.S.S. Soccer	Konami
5	Looney Tunes: 2000-1 Tunes	Infogrames
6	Millenium Winter Sports	Konami
7	NASCAR 2000	THQ
8	Pro Pool	Activision
9	Rally Racing	Konami
10	Rocky Mountain Hunter	GT
11	Rugrats: Totally Angelica	THQ
12	Super Shot Robot Golf	Crave
13	Test Drive Cycles	Infogrames
14	Tomb Raider	Eidos
15	Tyrannosaurus Tex	Eidos
16	Wario Land 3 •	Nintendo

JUNE

17	Alice In Wonderland	Nintendo
18	Crystalis	Nintendo
19	Donkey Kong Country •	Nintendo
20	Doug Quailman to the Rescue	Mattel
21	Frisbee Golf	Vatical
22	Hercules	Titus
23	Micro Machines V3	THQ
24	NBA Live 2000	THQ
25	Pocket Racers	Interplay
26	TOCA Tour Racing	Southpeak
27	Tom & Jerry	Mattel
28	VR Powerboat	Vatical

JULY

29	Barbie Fashion Pack	Mattel
30	Carnivale	Vatical
31	Dark Angel Anna's Quest	Metro3D
32	Jimmy White's Cueball	Vatical
33	Lord Baniff's Deceit	Vatical
34	Men in Black 2	Electro Source
35	MTV Sports: Freestyle BMX	THQ
36	MTV Sports: Skateboarding	THQ
37	Space Battle	Konami
38	Sydney 2000	Eidos
39	Xena	Titus
40	X-Men: Mutant Academy	Activision

AUGUST

41	Dragon Tales	Mattel
42	ECW: Anarchy Rulz	Acclaim
43	Jack Nicklaus Golf	Vatical
44	Resident Evil	Capcom
45	Turok 3: Oblivion	Acclaim

SEPTEMBER

46	Blues Clues	Mattel
47	Bowling	Vatical
48	Mission Bravo	Mattel
49	Racin' Rats	Mattel
50	Rambler	Mattel
51	San Francisco Rush	Midway

3rd QUARTER 2000

52	Legend of Zelda: The Tile of Wisdom	Nintendo
53	Legend of Zelda: The Tale of Courage	Nintendo
54	Little Mermaid 2	Nintendo
55	Looney Tunes Collector: Alert	Infogrames
56	Pokémon Attack	Nintendo
57	Power Rangers Lightspeed Rescue	THQ
58	Rugrats in Paris: The Movie	THQ
59	Scooby Doo	THQ
60	Wacky Races	Infogrames

OCTOBER

61	Barbie's Magic Genie	Mattel
62	Barbie Pet Rescue	Mattel
63	The Cage	Metro 3D
64	Dukes of Hazzard	Southpeak
65	Lufia	Crave
66	Rocketts Sleep Over	Mattel
67	Wicked Surfing	Interplay

4th QUARTER 2000

68	Legend of Zelda: The Mysterious Acorn	Nintendo
69	Perfect Dark	Nintendo
70	Pokémon Gold •	Nintendo
71	Pokémon Silver •	Nintendo

POSSIBLE IN 2000

72	Austin Powers	Rockstar
73	Card Heroes	Nintendo
74	Cruis'n Exotica	Midway
75	Dragon Warriors III	Enix
76	Hunter X Hunter	Konami
77	Olympics 2000	Konami
78	Pop n' Music •	Konami
79	Star Ocean: Blue Sphere	T.B.A.

NEOGEO POCKET COLOR 2nd QUARTER 2000

1	Dynamite Sluggers	SNK
2	Ikari the Return	SNK
3	Last Blade •	SNK
4	Magician Lord •	SNK
5	Metal Slug: Second Mission •	SNK

POSSIBLE IN 2000

6	Cool Boarders Pocket	SNK
7	Densha De Go! 2	SNK
8	Evolution	SNK
9	Mega Man	SNK
10	Ogre Battle	SNK
11	Cotton	SNK
12	Tournament Pro Wrestling •	SNK
13	World Heroes Pocket •	SNK

ARCADE 2nd QUARTER 2000

1	18 Wheeler American Pro Trucker •	Sega
2	Final Fight Revenge •	Capcom
3	Gauntlet: Dark Legacy	Atari
4	Jojo's Venture: Legacy of Future	Capcom
5	Keyboardmania •	Konami
6	Marvel vs. Capcom 2: New Age of Heroes •	Capcom
7	Outtrigger •	Sega
8	Point Blank 3 •	Namco
9	Power Stone 2 •	Capcom
10	Quest For Fame •	Namco
11	Skins Game	Midway
12	Strider 2 •	Capcom

3rd QUARTER 2000

13	Block Buster	Tecmo
14	Guilty Gear X	Arc System Works
15	Metal Slug 3	SNK
16	NASCAR Rubbin' Racing	Sega
17	Sega Marine Fishing	Sega
18	Star Wars Episode 1 Racer	Sega
19	Toy Fighter	Sega

POSSIBLE IN 2000

20	Aqua Rush •	Namco
21	Fire Channel Mars TV	Sega
22	Hip Hop Mania III	Konami
23	Mars Matrix	Capcom
24	Pop n' Anime	Konami
25	Pop n' Disney	Konami
26	Punchmania •	Konami
27	Rap Freaks	Konami
28	Rival Schools 2	Capcom
29	Samba De Amigo •	Sega
30	Sniper 13 •	Namco
31	SNK vs. Capcom	Capcom
32	Step Champ •	Konami
33	Tecmo Cup Millennium	Tecmo
34	The Typing of the Dead •	Sega
35	Truck Fantasy	Namco
36	Um Jammer Lammy •	Namco
37	Virtua NBA	Sega

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the C▼ button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the **A** button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up**, C▼, **Left**, C▶, **Down**, C▲, **Right**, C◀, **L**, **R**, **Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C◀, C▼, C▶, C▲, C◀, C▶, C▼. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already unlocked Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 2000

Cheat Passwords

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

B C H B L K T P T Y—Big baseball
F L Y A W A Y—Players fly back into the dugout when they're out
M Y E Y E S—Sherbet stadium
T O M T H U M B—Tiny players
W L D W L D W S T—Baseball leaves a smoking trail
W T O T L—Dark stadium

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:

• Big baseball—At the pause menu, hold **Z** and press C◀, **A**, C▶, C▼, **B**, **A**, C◀, C◀
• Baseball leaves a smoking trail—At the pause menu, hold **Z** and press **B**, C◀, C▲, C▶, C▼, **B**, **A**, C◀, C◀

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

M M L V S R M—Max. Ammo
N S R L S—All weapons
D R V L L V S M M—Mini mode
T H D T S T—Display programmers' debug info on screen
P L S T R L V S V G—Play as Plastro
G R N G R L R X—Play as Vikki
T N S L D R S—Play as Tin Soldier

Level Passwords

Spy Blue—T R G H T R
Bathroom—T D B W L
Riff Mission—M S T R M N
Forest—T L L T R S
Hoover Mission—S C R D C T
Thick Mission—S T P D M N
Snow Mission—B L Z Z R D
Shrap Mission—S R F P N K
Fort Plastro—G N R L M N
Scorch Mission—H T T T R T
Showdown—Z B T S R L
Sandbox—H T K T T N
Kitchen—P T S P N S
Living Room—H X M S T R
The Way Home—V R C L N

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.
• Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.
• Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" for infinite Mumbo Tokens.
• Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.
• Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.
• Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when underwater.
• Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C▲ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.
• Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.
• Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.
• Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.
• Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.
• Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.
• Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.
• Enter "N O B O N U S" to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

A L L D L A K E S—All lakes available
A L L D C A S H—Extra money
A L L D F I S H—Extra fish in live well
B A G D S N A G S—No snags while fishing
H E A D A D B I G A—Fisherman has a big head
H Y P E R B O A T—Faster boat
W H A T A D R A G—Slower boat
R U B A D U B D U B—Boat becomes a bathtub
I W I N I W I N—Win tournament
N O P E N A L T Y—No penalty for changing lures during tournament
S U P E R S T R I N G—Unbreakable line
H A P P Y F I S H—More active fish
M O N D O F I S H—Bigger fish
F I S H M A N—All fish have Al Lindner's head
W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
S U P E R L U R E—Adds the "Super Lure" to your inventory
S I L L Y S O U N D—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility
C R S T L C L R—Invisibility
L T S F B L L T S—Unlimited ammo
L V F R V R—Unlimited lives
P L V R Z M—All weapons
F R G Z—Giant frogs randomly roam the streets
T D Z—Queen Lords are replaced by toads
W M N R S M R T R—Unlock Storm Ravens gang
L T S L T S G N G S—Select any gang in Campaign mode
C D P L T—Run Story (allows you to view the entire story of the game)
C J S K P F L G M H—Level code (play on State Street in Chicago, IL)
C N C T H R T M—"Trippy mode"
H V R L—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A + B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—R C K T S R D G L R
Invulnerability—H P P Y H P P Y
Custom Gang Unlocked—T R D D Y B R R K S
Brandon Gang Unlocked—N N K N H C K S
Secret Level Unlocked—W R D R B
Level Select—8 0 D Y S

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any **C** button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

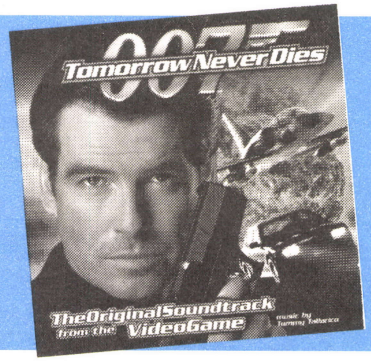
During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BODY HARVEST

Cheat Codes

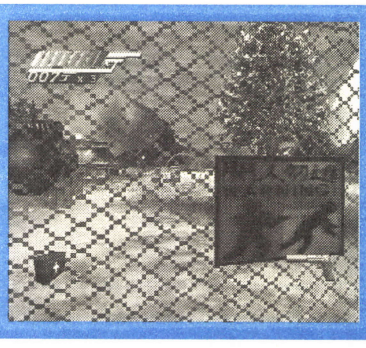
Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-

T&T Tunes



Tomorrow Never Dies: The Original Soundtrack from the VideoGame
Music by Tommy Tallarico

This is the third video game soundtrack CD to be released by composer/musician Tommy Tallarico, and it's another fine example of why this guy is the premier video game soundtrack creator in the business. Tommy Tallarico Studios was responsible for the music and/or sound effects in nearly 100 different video games during 1999, from the eccentric melodies of *R/C Stunt Copter* to the miniature military themes of *Wings of Fury* on the Game Boy (Tommy's first cartridge soundtrack in several years). With all of those irons in the fire, it's hard to imagine how he could possibly have enough time to generate the symphonic crunch on this CD with this much skill...and



pad to enter the directional commands, not the analog joystick.
Smart bomb—**A**, **C◀**, **C▶**, **C▲**, **Left**
Restore health—**Down**, **Up**, **Right**, **A**, **B**, **Left**, **C▶**
All artifacts—**Up**, **C▼**, **C▶**, **Z**, **Up**, **Left**
Dancing Adam—**Down**, **Up**, **C▲**, **Down**, **C▶**, **C▶**
Bad Adam—**C◀**, **C▶**, **A**, **C▼**, **C▶**, **Left**
Tall Adam—**B**, **A**, **C▲**, **A**, **C▲**, **A**
Short Adam—**Down**, **C◀**, **A**, **Right**, **Z**
Kill Adam—**B**, **Left**, **C▶**, **C▶**, **Down**
Blouse cheat—**Z**, **C▶**, **C▶**, **B**, **Left**, **C▶**
Access all weapons—**A**, **Right**, **C▼**, **C▶**, **C▲**, **A**, **Left**
More powerful weapons—**C▼**, **C▲**, **Up**, **Z**, **Z**, **Left**, **C▶**
Surreal Mode—**C▼**, **Up**, **Right**, **Right**, **C▶**, **A**, **Left**
Change Nearest Harvester into Mutant—**C▼**, **Up**, **Z**, **Z**, **C▶**, **Right**
Fat Legged Aliens—**Left**, **A**, **Right**, **Down**

BOMBERMAN 64

Secret Stages
At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World
At the title screen—while the words "Press Start" are flashing—press **L**, **Up**, **R**, **Down**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.
Character Select
Start the game in Puzzle Game mode. When the map screen appears, press **Left**, **Left**, **Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World
At the title screen—while the words "Press Start" are flashing—press **B**, **Left**, **Right**, **B**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu
At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63⅓

Secret Options
At the character-select screen, hold the **L** button and press **C▲**, **C▶**, **C◀**, **C▼**, **B**, **A**. If performed correctly, the screen should flash with a white light. Exit this screen by pressing **B**, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.
Secret Characters
Each of the following codes can be entered at the character-select screen:
• Doctor Kiln—Hold the **L** button and press **B**, **C◀**, **C▲**, **C▶**, **C▼**, **A**
• Sumo Santa—Hold the **L** button and press **A**, **C▼**, **C▶**, **C▲**, **C◀**, **B**
• Boogerman—Hold **L** and press **Up**, **Right**, **Down**, **Left**, **Right**, **Left** on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters
At the character-select screen, enter any of the following codes, then highlight the "?" box and press the **R** button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:
• Earthworm Jim—Hold the **L** button and press **B**, **C◀**, **C▲**, **C▶**, **C▼**, **C▲**
• Sumo Santa—Hold the **L** button and press **A**, **C▶**, **A**, **C▶**, **C▼**, **C▲**
• Boogerman—Hold the **L** button and press **B**, **B**, **C▶**, **C▶**, **C◀**, **C▶**
• High Five—Hold the **L** button and press **C▲**, **C▼**, **C◀**, **C▶**, **B**, **A**
Computer-Controlled Characters
At the character-select screen, highlight the character you'd like to see fighting, hold the **L** button and press **A**, **A**, **A**, **A**, **A**, **C▲**, **C▼**, **C◀**, **C◀**, **B**, **A**, **C▶**. The computer will take over your character, so just sit back and watch him or her fight.
Debug Mode
At the character-select screen, hold the **L** button and press **A**, **B**, **A**, **B**, **A**, **B**, **C◀**, **C▶**, **C▲**, **C▶**, **C◀**, **C▶**. Now start the game; when the fighters appear, press **START** to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the **C▲** and **C▼** buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

COMMAND & CONQUER

Select Any Mission
At the title screen, press **B**, **A**, **R**, **R**, **A**, **C▶**, **Up**, **Down**, **A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**; a list of all the missions in the game will appear.

CRUIS'N USA

Secret Stages
At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:
Golden Gate Park (lower-left corner)—Hold **L** + **C◀** + **C▼**
San Francisco (lower-right corner)—Hold **L** + **C▶** + **C▼**
Indiana (upper-right corner)—Hold **L** + **C▲** + **C▶**
Secret Vehicles
At the "Choose Car" screen, press and hold the **C▲**, **C◀** and **C▼** buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice.
Lights + Siren
Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

DARK RIFT

Fight Demitron
At the title screen—when the words "PRESS START" are flashing—press **Up**, **C◀**, **R**, **Right**, **Down**, **B**, **B**, **B**, **C▲** to warp to a one-player Demitron vs. Demitron battle.
Boss Codes
At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:
Sonork—**L**, **R**, **C▲**, **C▼**, **C◀**, **C▶**
Demitron—**A**, **B**, **R**, **L**, **C▼**, **C▲**
You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.
See the Endings
As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:
Aaron's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **R**, **R**, **C◀**
Demonica's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **R**, **R**, **C▲**
Demitron's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **L**, **L**, **C▼**
Eve's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **R**, **R**, **C▶**
Gore's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **R**, **R**, **C▼**
Morphix's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **R**, **R**, **B**
Niiki's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **R**, **R**, **A**
Scarlet's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **L**, **L**, **C◀**
Sonork's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **L**, **L**, **C▲**
Zenmuron's Ending—**Up**, **C◀**, **R**, **Right**, **Down**, **L**, **L**, **C▶**

DEADLY ARTS

Secret Characters
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:
Gouriki—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**
Reiji—**A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

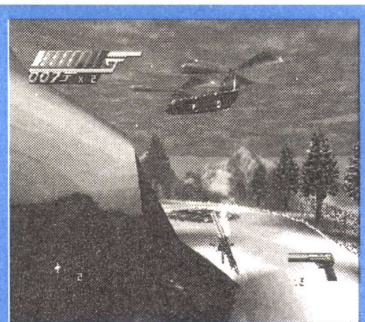
Play as Drumstick
To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.
Play as T.T.
To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.
Magic Codes
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password
Enter the following password to start on Level 1 with all of the weapons in the game:
?TJL BDFW BFGV JVVB
With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.


Tommy Tallarico

yet, here it is, distributed by a major label, on sale through the Internet and available at your local music shop in the "Soundtracks" section. Admittedly, most of these 17 tracks include variations on the original "James Bond Theme," but after paying homage with a traditional twangy-guitar version of the familiar Monty Norman composition, Tommy takes the tune where no man has gone before, revving it up with crunchy techno-rock guitar or quoting it delicately, like a light seasoning sprinkled across the top of one of Tommy's originals, just to remind you that you're in 007 territory. We've said it before, and we'll say it again: If you really care about quality video game artistry, you owe it to yourself to pick up a copy of Tommy T.'s latest opus. Not only will you be taking home a collection of great music , but you'll also be sending a message to the video-game industry: namely, that you appreciate it when a publisher hires top talent to make its games sound better, and that American game enthusiasts are ready and willing to accept video-game music as having artistic merit. Look for more of Tommy's work in the upcoming *Spider-Man* game from Activision!



Nintendo 64 tips
Nintendo 64 tips

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the **R** button seven times, then press **Left**
- Monsters On/Off—Press **L**, C◀, **Left, R**, C▶, **Right, Left, Left**
- All Items On/Off—Press **R**, C▶, **Right, L**, C◀, **Left**, C▶, **Right**
- Level Select—Press **L, L, L**, C▶, **Right, Left, Left**, C◀

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

First Person Mode—**Down, Down, A, Z, Z, Left, A**

Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**

Infinite Freezer Ammo—**Down, Up, A, L, R, Z**

Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**

Extra Multiplayer Characters Group 2—**B, A, A, R, L**

Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**

Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**

Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**

Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R**, C▲, C▼, C◀, C▶, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R +** C◀ + C▼; all of the available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".
- Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
- Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".
- Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.
- Invisible Stadium—Choose any team and change any player's name to "CATCH22".
- Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".
- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C◀ + C▲ + **Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- Turbo Crazy Mode—**B, B, R, Up, Left, Down**, C▲, C◀
- Psychidelic Mode—**A, R, Left, Right, Down**, C▲, C◀, C▼
- Wireframe Mode—**L, L, R, Z, Left, Right**, C▲, C▶
- Gore Mode—**Z, Down**, C▲, C◀, C◀, C◀, C◀, C▼
- Stealth Mode—**Up, Up, Up, Up, Right, Down**, C◀, C◀
- Infinite Primary Weapon—**A, R, Z, Right**, C▲, C▶, C▼, C▼
- Infinite Secondary Weapon—**B, B, Z, Left, Left**, C▲, C◀, C▶
- Infinite Weapon Energy—**L, Z, Left, Right, Down, Down**, C▼, C▼
- Infinite Titans—**A, B, L, Up, Up**, C▲, C▲, C▶
- Infinite Solaris—**B, L, L, Z, Up, Down**, C▲, C▲
- Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
- Freeze Enemies—**R, Z, Right, Right**, C▲, C◀, C▶, C▼

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

N O G G I N—Big head mode

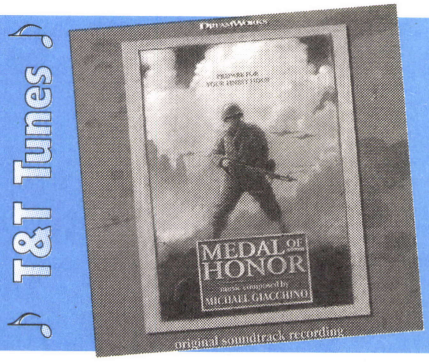
G H O S T—Ghost mode

Z – W O O D—Z-Axis basketball court

T E A M – Z—Z-Axis team

N O F A N S—Dark background, improved frame rate

T&T Tunes



Medal of Honor: Original Soundtrack
Music by Michael Giacchino

While America is way behind Japan when it comes to video game soundtracks, it's good to see that at least some developers are trying to catch up. While there's still a long way to go before these soundtracks become mainstream, small steps like this one are especially important in establishing the legitimacy of video game music. Michael Giacchino was also responsible for the soundtrack to the PlayStation and Saturn game *The Lost World: Jurassic Park*. He has both composed and produced this new soundtrack of the Dreamworks Interactive game, *Medal of Honor*. For this recording, an orchestra of over 65 members—some of whom are from the Seattle Symphony—play the themes and



TRAILS—"Trippy" ball effect
BUZZZ—No shot clock
THIRTY—60-second game
HOMIE—Home team is favored
MONKEY—Alternate sound effects

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons:

Level select—C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶
Open portals—C▲, C▶, C▶, C▼, C◀, C▼, C▲, C▶
Open levels—C▼, C▼, C◀, C▲, C▲, C▲, C▶, C▼
Locate Garibs—C◀, C▲, C▶, C▼, C◀, C▲, C◀, C◀
Call ball—C▲, C◀, C◀, C▲, C▶, C◀, C▼, C▲
Checkpoints—C▼, C▼, C▶, C◀, C▲, C▲, C▼, C◀
Infinite lives—C▲, C▲, C▲, C▲, C▲, C▶, C▼, C▶
Powerball—C▲, C▼, C▲, C▼, C▲, C▼, C◀, C▲
Control ball—C◀, C▶, C◀, C▶, C▲, C▼, C▶, C▶
Infinite energy—C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀
Enemy ball—C◀, C▼, C▲, C▶, C◀, C◀, C▼, C▼
Low gravity—C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲
Big ball—C▼, C▼, C▲, C▼, C▼, C◀, C▶, C▼
Fisheye—C◀, C▶, C◀, C▶, C◀, C▶, C◀, C▶
Camera rotate R—C◀, C▶, C▲, C▲, C▼, C▶, C▼, C▶
Camera rotate L—C▶, C▼, C▶, C▼, C▲, C▲, C▶, C◀
Mad Garibs—C▼, C▶, C▼, C▲, C◀, C▼, C◀, C▲
Death spell—C▲, C◀, C◀, C◀, C◀, C▲, C▶, C▲
Frog spell—C▼, C◀, C▼, C▼, C◀, C▼, C▲, C◀
Hercules—C▼, C▼, C▼, C◀, C◀, C▼, C▶, C◀
Speed up—C◀, C◀, C▶, C▲, C▶, C◀, C▼, C▼
Boomerang ball—C▶, C▲, C▲, C▲, C▲, C◀, C◀, C▼
Vanish ball—C▼, C▼, C◀, C◀, C▲, C▲, C▼, C▲
Froggy—C▲, C▶, C▼, C▶, C▲, C◀, C◀, C▲
Secret cheat—C▼, C▲, C▶, C▶, C▼, C◀, C▶, C▶
All cheats off—C▼, C▼, C▼, C▼, C▼, C▼, C▼, C▼

GOLDENEYE 007

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold **L** + **R** and press C◀
2) Hold **L** and press C▲
3) Hold **L** + **R** and press **Left** on the D-pad
4) Hold **L** and press **Right** on the D-pad
5) Hold **R** and press **Down** on the D-pad
6) Hold **L** + **R** and press C◀
7) Hold **L** and press C▲
8) Hold **L** + **R** and press **Right** on the D-pad
9) Hold **L** + **R** and press C▼
10) Hold **L** and press **Down** on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Cheat Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

• To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
• To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
• To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
• To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.
• To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
• To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
• To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
• To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
• To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
• To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
• To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
• To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
• To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
• To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
• To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
• To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
• To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
• To earn the "All Guns" cheat, defeat the Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:

Race at night—C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶
Mirror mode—**Z**, **R**, **Z**, **Z**, **R**, **Z**, **Z**, **Z**
Unlimited Turbos—C▶, **Z**, C▲, C▼, **R**, C◀, **Z**, C▶
Transparent vehicles—C◀, **Z**, **Z**, C▲, C◀, **R**, C▼, C▲
Transparent scenery—C▲, **Z**, C▼, C◀, C▲, **Z**, C▼, C◀

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press **R** + **Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C▼, C▼, C▲, C▲, C▶, C◀, C▶, C◀, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, C▲, **Up**, C▲, **Down**, C▼, **Down**, C▼, **Left**, C◀, **Right**, C▶, **Left**, C◀, **Right**, C▶, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:

• For thin players, enter the name "CODE TOOTHPICK".
• For flat, paper-thin players, enter the name "CODE STEAMROLLED".
• For thin players with huge arms and chests, enter the name "CODE THETICK".
• For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
• For tiny players, enter the name "CODE LIDDLELEAGUE".
• For invisible players, enter the name "CODE INVISIBLEMAN".
• For players with large bats, enter the name "CODE PHATTBATT".
• For players with big feet, enter the name "CODE BIGFOOT".
• For players with big heads, enter the name "CODE BIGGHEDZ".
• To have the computer control both teams, enter the name "CODE CPUVSCPU".

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press **Z**, **A**, **R**, **Z**, **A**, **B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **B**, **A**, **Z**, **A**, **L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **B**, **A**, **L**, **A**, **Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **L**, **A**, **Z**, **A**, **R**. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows:

Castle Stage—Hold **Up** and press **B**
Jungle Stage—Hold **Up** and press C◀
Spaceship Stage—Hold **Up** and press C▲
Stonehenge Stage—Hold **Up** and press **A**
Museum Stage—Hold **Up** and press C▼
Helipad Stage—Hold **Up** and press C▶
Bridge Stage—Hold **Down** and press **B**
Dungeon Stage—Hold **Down** and press C◀
Street Stage—Hold **Down** and press C▲
Dojo Stage—Hold **Down** and press **A**
Spinal Ship Stage—Hold **Down** and press C▼

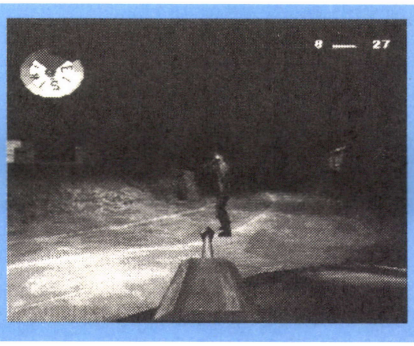
The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold **Up** and press **B**
Maya Tune—Hold **Up** and press C◀



Michael Giacchino

music from the game. The style of most of the tracks is classical, although the tempo is pretty fast for the genre. Giacchino's compositions seem more suited to a movie than a video game, and his style is similar to other modern composers like John Williams (of *Star Wars* and *Raiders of the Lost Ark* fame)—which is no surprise, considering that the game's original concept came from Dreamworks kingpin Steven Spielberg himself. You're not going to find any synthesizers here, that's for sure. The disc is just over 65 minutes and each piece is about three to four minutes long, including several compositions which were written for the game but were not included in the final production. One interesting aspect of the CD packaging itself is that there's no indication that this is, in fact, a video-game soundtrack; you can search the whole thing, inside and out and find no mention of the game, the PlayStation or anything else. Look for it in the "Soundtracks" section at your favorite music store...and "Prepare for your Finest Hour!"



Glacius Tune—Hold **Up** and press C▲
Tusk Tune—Hold **Up** and press **A**
Fulgore Tune—Hold **Up** and press C▼
Orchid Tune—Hold **Up** and press C▶
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press C◀
T.J. Combo Tune—Hold **Down** and press C▲
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press C▼
Secret Stage
In two-player mode, have both players choose their fighters by holding **Down** and pressing C▼; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

KNOCKOUT KINGS 2000

Big Gloves Mode
In the middle of a game, press **START** to pause and press C▲, C▼, C◀, C▶, C▼. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.
Big Head Mode
In the middle of a game, press **START** to pause and press C◀, C▶, C◀, C◀, C▶. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.
Big Head Mode
At any time during the game, press **Right**, **Right**, **Left**, **R**, **Z**, **START**, **A**, **START**, **A**, **START**, **Z** on Controller 1. To return the players' heads to normal, just enter the code again.
Disco Court
At any time during the game, press **A**, C▲, **Down**, **Up**, C▼, **R**, **R**, **B**, C▶, C▶, **Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.
Secret Teams
Highlight "Pre-Season" at the main menu, hold the **L** button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.
Tiny Players
At the main menu, press C▶, C▶, **B**, **R**, **R**, C▼, **Up**, **Down**, C▲, **A**, **Z**. Now when you start a game, the players will be tiny.
Alien Team
At the main menu, press C▲, C▼, C◀, C▶, **START**, **START**, **A**, **B**, **A**, **R**, **Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LEGO RACERS

Cheat Codes
From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.
Only red power-ups available—P G L L R D
Only yellow power-ups available—P G L L Y L L
Only green power-ups available—P G L L G R N
Only grappling hook power-ups available—R P C R N L Y
Highest power-up level always active—M X P M X
Faster game—F S T F R W R D
Car doesn't slow down on rough terrain—N S L W J
Flying turbo boost always active—F L Y S K Y H I G H
Remove wheels from car—N W H L S
Remove chassis from car—N C H S S S
Remove driver from car—N D R V R
Open mirror version of Rocket City Run—L N F R R R M
Disable all cheats—N M R C H T S

LODE RUNNER 3-D

Unlock Worlds
While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press **Down**, **Right**, **Up**, **Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.
Play as Ned the Janitor
Enter the following code at the character-select screen:
1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).
Bunny Slippers
Enter the following code at the character-select screen:
1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**.
Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.
Switch Faces
Enter the following code at the character-select screen:
1) Highlight Al-Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.
Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN NFL 2000

Secret Codes
Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:
D R B E N W A Y—Weird scoring rules
P I G S K I N S F L Y—100 yard passes
F I R S T I S 2 0—20 yards to first down
B E T H E B A L L—Ball Camera
C H A I N S M O K E R—Players Fatigue Quickly
M O O N B A L L—Super Jump
E M C 2—Curved space-time
G U I L L O T I N E—Floating heads
P A I N F U L—More injuries
Q B I N T H E C L U B—The QB is in the club
P I C K E D O F F—Frequent interceptions
R O L L E R J A M—Frequent fumbles
R E F I S B L I N D—Blind referee
M I C E A N D M E N—David vs. Goliath
M O J O—All 60s team
S I D E B U R N S—All 70s team
R E A G A N O M I C S—All 80s team
T E A M M A D D E N—All-Madden team
W E A R E T H E G A M E—EA Sports team
S H A R K A T T A C K—Tiburon team
T E T A N U S—Fantasy Team: Junkyard Dogs
S C A R Y C L O W N—Fantasy Team: Clowns
I N T H E F U T U R E—Fantasy Team: Industrials
C O W B O Y S—Fantasy Team:Marshalls
X M A S G I F T—Xmas Rush stadium
3 R I N G—Tib. Bros stadium
W I L D W E S T—Dodge City:Old West stadium
M A D D E N S T E I N—Maddenstein Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats
During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams
At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.
See the Ending
At the stadium-select screen, tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the **Z** button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.
Fireworks
At the stadium select screen, press **Z** to enter "View Stadium" mode. While viewing the stadium, hold **R** + **Z** to see a small fireworks display at home plate.

MARIO GOLF

Code Entry Screen
At the main menu, hold **L** + **R** (or **Z** + **R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:
0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks unlock a special tournament mode on a secret course that's not available during normal gameplay. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks
If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.
Course Ghosts
• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer
When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.
Earn Extra Stars + Coins
You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:
Slow down computer cars—C▶, C▲, C◀, C▼, C▶, C▲, C◀, C▼
Super speed—C▼, C▶, C◀, C▲, C▼, C▼, C▼, C▼
Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, C◀, C▶, C▶, C▲, C▼. With the Debug code in place, the following options become available:
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press C◀ to have the computer control your car
• Hold **Z** and press C▼ to end the race with you in first place!
"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISCHIEF MAKERS

Sound Test
At the title screen—when the words "Press Start" are flashing—hold **L** + **A** + C◀ + C▶ and press **START** to get a secret sound test menu.

MISSION: IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:
• Turbo Mode—C▲, **Z**, C▲, **Z**, C▲
• Big Feet Mode—C▼, **R**, **Z**, C▶, C◀
• Kids Mode—C▼, C▲, **R**, **L**, **Z**
• Start with Uzi Sub Machine Gun—C▶, C◀, C▶, C▼, **R**
• Start with Mini Rocket Launcher—**R**, **L**, C◀, C▶, C▼
• Start with 9mm High Power Gun—**R**, **L**, C▼, C▲, C▲
• Start with 7.65 Silenced Pistol—C▲, **L**, C▶, C◀, C▲

MONSTER TRUCK MADNESS 64

Passwords
Enter the following passwords at the "codes" screen from the main menu:
B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "Jim's" face
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C◀ + C▼ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.
Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the

bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press C▶, C◀, **A**, **B**, C▼, C◀, C▶. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose any stage.

Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▼, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C◀, C▶, C▼, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches and more.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, **L**, **R**, **L**, **R**, **Z**, **Z**
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, **L**, **R**, **L**, **R**, **L**, **R**
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C◀, C▶, C▼, C◀, **Z**, **Z**, **Z**, **L**, **Z**, **Z**
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▼, C◀, C▶, C◀, C▶, **L**, **R**

Once you have unlocked a driver this way, the driver will be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + C◀ at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

Secret Room Codes

At the main menu, press C◀ and C▼ simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. Start a game to see the effects.

Big Heads (Away team only)—C◀, C◀, C▼, C◀, C▶, **A**
Big Heads (Home team only)—C◀, C◀, C▼, **A**
Big Heads (Both teams)—C◀, C◀, C▼, C▶, C▼, **A**
Long Necks (Both teams)—C◀, C◀, C▼, C◀, C▼, **A**
Small Players (Away team only)—C◀, C▶, **A**
Small Players (Home team only)—C◀, C▼, **A**
Small Players (Both teams)—C◀, C▶, C▼, **A**

Secret Player Codes

At the "Team Select" screen, press C◀ seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C◀ the seventh time. Then, press C▼ the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing **Z** and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Minoru Arakawas, press C◀ seven times, C▼ three times, **Z**, C◀ seven times, C▼ ten times.

Kobe Bryant—3
Ken Griffey Jr—4, 19
Random NBA Player—5
Minoru Arakawa—10
Tim Bechtel—11
Steve Bolender—12
John Brandwood—13
David Bridgham—14
Scott Bush—15
Marc Doyal—16
Mike Fukuda—17
Jeff Godfrey—18
Roger Harrison—20
Chick Hearn—21
Robert Hemphill—22
Jim Holdeman—23
Mike Knauer—24
Kevin Kraus—25
Chris Lamb—26
Mike Lamb—27
Stu Lantz—28
Howard Lincoln—29
Ken Lobb—30
James Maxwell—31
Umrao Mayer—32
Arnie Myers—33
Dan Owsen—34
Colin Palmer—35
Tom Prata—36
Ed Ridgeway—37
Henry Sterchi—38
Noah Stein—39
Faran Thomason—40
Gail Tilden—41
Russell Truelove—42
Erich Waas—43
Phil Watts—44
Armond Williams—45

NBA JAM 99

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

Large players—**L**, **L**, C▶, **L**, **L**, C▶, **L**, **L**, C▶, **Z**
Tiny players—**L**, **L**, C◀, **L**, **L**, C◀, **L**, **L**, C◀, **Z**
Enable full-court dunks—**L**, **L**, C▼, **L**, **L**, C▼, **L**, **L**, C▼, **Z**
Guarantee next shot—**L**, **L**, C◀, **L**, **L**, C◀, **L**, **L**, C◀, **Z**
Super push—**L**, **L**, **Up**, **L**, **L**, **Up**, **L**, **L**, **Up**, **Z**
Tie scores—**L**, **L**, **Down**, **L**, **L**, **Down**, **L**, **L**, **Down**, **Z**
Team on fire—**L**, **L**, **Right**, **L**, **L**, **Right**, **L**, **L**, **Right**, **Z**
Cancel all cheats—**L**, **L**, **Left**, **L**, **L**, **Left**, **L**, **L**, **Left**, **Z**

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

BEAR—1228
BENNY—0503
BOOMER—0604
CRUNCH—0503
GORILA—0314
HAWK—0322
HORNET—1105
RAPTOR—1020
ROCKY—0201
SASQUA—7785
SLY—6765
TURBO—1111
BIGGY—0958
CRISPY—2084
HORSE—1966
JACKO—1031
KERRI—0220
KERRI—1111
LIA—0712
LIA—1111
NIKKO—6666
OLDMAN—2001
PINTO—1966
RETRO—1970
SMALLS—0856
THEREF—7777
THEWIZ—1136
BETHAN—1111
CMSVID—0000
DANIEL—0604
DAVE—1104
DIMI—0619
E GEER—1105
ELOFF—2181
GATSON—1111
GENTIL—1228
GRINCH—0222
GUIDO—6765
JAPPLE—6660
JASON—3141
JENIFR—3333
JENIFR—1111
JONHEY—8823
LEX—0014
LYNCH—3333
MATT G—1006
PAULO—0517
ROOT—6000
SAL—0201
STENTR—0269
STRAT—2112
TIMCRP—6666
TIMMYB—3314
TURMEL—0322
LIPTAK—0114
THOMAS—1111
TIMK—7785
WIL—0101
CUTLER—1111
CHAD—0628

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a driection on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press **Up**. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the code.

Show Shot %—0-0-1-Down
No Hotspots—2-0-1-Up
Show Hotspot—1-0-0-Down
ABA Ball—2-3-2-Right
Alternate Uniform—4-3-0-Right
Away Uniform—4-2-0-Right
Home Uniform—4-1-0-Right
Midway Uniform—4-0-1-Right
Team Uniform—4-0-0-Right
Big Heads—2-0-0-Right
Tiny Heads—4-4-0-Left
Tiny Players—3-4-5-Left
No Replays—3-3-1-Left
No Tip Off—4-4-4-Up
Tournament Mode—1-1-1-Down
Infinite Turbo—4-1-1-Up
No Player Arrows—3-2-1-Left

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN nimbers to play as a secret character:

TURMEL—0322	SAL—0201
JAPPLE—6660	JENIFR—3333
LUIS—3333	DANIEL—0604
JASON—3141	ROOT—6000
BRAIN—1111	GENTIL—1111
RAIDEN—3691	ROOT—6000
SHINOK—8337	SKULL—1111
THUG—1111	FORDEN—1111
CARLTN—1111	VAN—1234
BILLZ—0526	ZZ—1221
JIMK—5651	MARKA—1112
ED—3246	TODD—1122
MITCH—4393	JOHN—5158
JOSH—4288	RYAN—1029
BETH—7761	BRIAN—0818
GRINCH—2220	PAULO—0517
LT—7777	NICO—4440
GATSON—1111	ROG—8148
MONTY—1836	SHUN—0530
GENE—0310	PAULA—0425
DBN—6969	

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up

Nintendo 64 tips
Nintendo 64 tips
Nintendo 64 tips

No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left
Fog On—0-3-0-Down
Thick Fog—0-4-1-Down
Lights Out—5-3-4-Down

NFL BLITZ 2000

Secret Characters

At the main menu, select "Arcade," then select "New." You'll be prompted to enter a name for record keeping. Next, enter any one of the names and PINs below. When the message "Choose Controller Pak" appears, press **A**. If the message "Controller Pak Not Found!" appears, just select "Abort." If you entered the code correctly, at this time you'll hear the announcer say "Lights out, baby!" The code will be active for the next game you play.

BETH—7761	BILLZ—0526
BRIAN—0818	DANIEL—0604
ED—3246	GENE—0310
GRINCH—2220	GUIDO—6765
JAPPLE—6660	JASON—3141
JENIFR—3333	JIMK—5651
JOHN—5158	JOSH—4288
LUIS—3333	MARKA—1112
MIKE—3333	MITCH—4393
MONTY—1836	PAULA—0425
PAULO—0517	RAIDEN—3691
ROG—8148	ROOT—6000
RYAN—1029	TODD—1122
TURMEL—0322	SAL—0201
SHINOK—8337	SHUN—0530
VAN—1234	SKULL—1111
BRAIN—1111	

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press **Left**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Always Receiver—2-2-2-Right
Always Quarterback—2-2-2-Left
Big Football—0-5-0-Right
Big Head—2-0-0-RIght
Display Field Goal %—0-0-1-Down
Display punt hang-time meter—0-0-1-Right
Fast Turbo—0-3-2-Left
Asphalt Field—3-0-1-Up
Astroturf Field—3-0-3-Up
Grass Field—3-0-0-Up
Snow Field—3-0-4-Up
Hide Receiver Name—1-0-2-Right
Hyper Blitz—5-5-5-Up
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
Allow Stepping OB—2-1-1-Left
No Punting—1-5-1-Up
Team Playbook—1-0-0-Up
No Head—3-2-1-Left
Huge Head—0-4-0-Up
Invisible—4-3-3-Up
Power-up Blockers—3-1-2-Left
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Smarter CPU Opponent—3-1-4-Down
City Stadium—5-0-1-Left
Day Stadium—5-0-1-Down
Night Stadium—5-0-2-Down
Old Day Stadium—5-0-1-Up
Old Night Stadium—5-0-2-Up
Old Snow Stadium—5-0-3-Left
Roman Stadium—5-0-3-Left
Snow Stadium—5-0-3-Down
Dirt Stadium—3-0-2-Up
Super Blitzing—0-4-5-Up
Super Field Goals—1-2-3-Left
Super Passes—2-5-0-Left
Team Big Heads—2-0-3-Right
Team Tiny Players—3-1-0-Right
Night Game—0-2-2-Right
Tournament Mode—1-1-1-Down
Fast Turbo—0-3-2-Left
Fog—0-3-0-Down
Rain—5-5-5-Right
Snow—5-2-5-Down
Thick Fog—0-4-1-Down

NFL QUARTERBACK CLUB 99

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:
S C L L Y M L D R—Alien stadium
P W R P Y L N S—Giant end-zone pylons
B G M N Y—Huge coin in the coin toss
M R S H M L L W—Big players
B C H B L L—Giant football
T R B M N—Unlimited turbo
S T C K Y B L L—No fumbles
F R R S T G M P—Slow-motion
D B L D W N S—Eight downs instead of four
X T R T M S—Unlock secret teams
X T R V L T G—Electric football mode
B T T R F N G R S—Always fumble
H S N F R—He's on fire!
P N B L L—Players bounce off each other
F L B B R—Flubber ball
P P C R N R T R N S—Land mine mode
P W R K C K R—Powerful kickers
R G B Y—Rugby mode
H S P T L—Lots of injuries
T T H P C K—Toothpick players
R C Q T B L L—Racquetball mode
S L P N S L D—Slippery mode

NHL 99

Secret Codes

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:
F A S T—Faster gameplay
B R A I N Y—Big head mode
B I G B I G—Giant players

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code **Left**, **Up**, C▼, C◀, C▶, C▲, C◀, **Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

• Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
• El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
• Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

PAPERBOY

Secret Codes

Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—A L L J U M P
Hitting turbo give s Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S
Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks

At any time during a game, press **B**, **A**, **Z**, **Z**, **B**, **L**, **A**, C▲. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

Change Costume Colors

At the boxer selection screen, press C▲ + C◀ simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding C◀ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

C◀ + **Up**—Irish accent
C◀ + **Left**—New York accent
C◀ + **Right**—African-American accent
C◀ + **Down**—Hispanic accent

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:
Unlock all levels and fast bikes—C▲, C◀, C◀, C▶, **L**, **R**, C▼, **Z**
Unlock Scooter level—C▼, C▶, C▲, C◀, **X**, **X**, **L**, C◀
Unlock Cop Mode—**Z**, C◀, C▼, C◀, **Z**, **L**, **R**, C▼

ROADSTERS TROPHY

Secret Codes

At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with $250,000.
EasyMoney—Start with $1,000,000.
Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels.
Skywalker—Cars have lens flares instead of wheels.
Car Radio—Cars become tiny.
Chopper—Different camera angle.
Extra rez—High resolution setting becomes unlocked in the Options menu.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up**, **Down**, **L**, **Z**, **Down**, **Up**, **Z**, **Down**
Unlock all Arctic Kingdom levels—**Up**, **Down**, **Z**, **L**, **Down**, C▶, **Z**, **Down**
Unlock all Jungle Safari levels—**Up**, **Down**, **L**, **Z**, **Down**, C◀, **Z**, **Down**
Unlock all Desert Adventure levels—**Up**, **Down**, **L**, **Z**, **Down**, **Left**, **Z**, **Down**
Unlock "Big Celebration Parade"—**Up**, **Down**, **L**, **Z**, **Down**, **Right**, **Z**, **Down**
Unlock secret shoot-'em-up level—**Down**, **Up**, **Z**, **L**, **Down**, **Left**, **Z**, **Down**

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to

hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left**, **Down**, **Right**, **Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:

Player 1, left pod: Controller 1
Player 1, right pod: Controller 3
Player 2, left pod: Controller 2
Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
H A R D R O C K—Alternate title screen (start a game and quit to see it)
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press C▲. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N 0 C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press C▲, C▼, C◀, C▶; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press **START** to pause the game, then press C▲, C▼
- To refill your energy meter, press **START** to pause the game, then press **Z**, **R**
- To refill your super-speed ability, press **START** to pause the game, then press **R**, **Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z**, **L**
- To refill your heat vision ability, press **START** to pause the game, then press **R**, **L**
- For super punching ability, press **START** to pause the game, then press **L**, **Z**

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): **Left**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.

- Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the **Z** button at each stop.
- Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
- Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Setup," "Versus," then "Setup"
- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Versus"
- Skip to Season 4—"Versus," "Championship," "Championship," "Credits," "Setup," "Setup," "Championship"
- Skip to Season 5—"Setup," "Championship," "Credits," "Versus," "Versus," "Setup," "Championship," "Versus," "Credits," "Championship"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"
- Alternate credits—"Setup," "Setup," "Championship," "Versus"

TOY STORY 2

Level Select

At the main menu, press **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Up**, **Up**, **Down**, **Down**, **Down**. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

- Three ball count—Hold **L** + **R** + **Z** and press **Up**, **Down** during the game
- Three outs—Hold **L** + **R** + **Z** and press **Down**, **Up** during the game
- Add one run to home team's score—Hold **L** + **R** + **Z** and press C◀, C◀
- Add one run to the visiting team's score—Hold **L** + **R** + **Z** and press C▶, C▶

Special Sounds

After hitting a home run during a game, press C▲, C▶ or C▼ to hear the fans salute you with horns and whistles as you round the bases.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

U B E R N O O D L E—Big Head mode
H O L A S T I C K B O Y—Stick mode
S T O M P E M—Big Hands and Feet mode
P I P S Q U E A K—Tiny mode
I G O T A B F A—Pen and Ink mode
L I G H T S O U T—Blackout mode
F R O O T S T R I P E—Fruity Stripe mode
W H A T S A T E X T U R E M A P—No textures
H E E E R E S J U A N—"Juan's Cheat"
A A H G O O—"Zach Attack Cheat"
O N L Y T H E B E S T—Warp to credits
B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.

Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W ? j ^ p F—Starrcade
r J P m B 6 I f M I k $ B—Superbrawl

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—**Up**, **Down**, **Down**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Left**, hold C▼ and press **START**.
Unlock Max Power Mode—**L**, C▶, C◀, C▶, C◀, C▼, C▲, C▼, C▲, **L** + **START**.
Unlock all characters in Versus mode—**Up**, **Down**, **Down**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Left**, hold C▲ and press **START**.

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team—Hold **L** + **R** + **Z** and press C▼, C▼, C▼, C▼, C▶, C▲, C◀
Unlock Velocitar track—Hold **L** + **R** + **Z** and press C◀, C▶, C▲, C▶, C◀
Power-up weapons—Hold **L** + **R** + **Z** and press C◀, C▶, C▼, C◀, C▶, C▼, C▲

In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:

Race doesn't end when timer expires—Hold **L** + **R** + **Z** and press C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼
Infinite shield energy—Hold **L** + **R** + **Z** and press C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶
Unlimited weapons—Hold **L** + **R** + **Z** and press C▼, C▼, C◀, C◀, C▶, C▶, C▲

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z**, **Right**, **Z**, **Z**, **B**, C▼, **A**, **Right**, **START**. Now all of the teams and their cars will be available.

Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

Top View

During game play, press **Up**, **Up**, **Up**, **A**, **Left**, **A**, **A**, **A**. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press **Right**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C◀, C▶, C◀, C▶
Unlock Bunny Despair—C◀, C▲, C▶, C▼
Let Xena battle Gabrielle in Quest mode—C◀, C◀, C◀, C◀
Unlock "Titan" difficulty level—C▲, C▼, C▲, C▼

Battle Codes

At any time during a battle, hold down the Target button (Usually **A**) and press **Right**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump

PlayStation tips

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

t r i x x y—Unlock all courses in Freestyle mode

v o u y e u r—Unlock all courses in Exhibition mode

a s t r o m e n—Unlock three alien characters

w h i t e l i n e—Unlock white car

r e d l i n e—Unlock red car

b l u e l i n e—Unlock blue car

l u g n u t—Unlock Lug Nut (like Frankenstein)

d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)

t p—Unlock TP (mummy)

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2 + R2** + □ + × simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

ADIDAS POWER SOCCER 98

Cheat Screen

At the title screen—the one that says "Press Start button to Quick Start a match," etc., press **L1 + L2 + R1 + R2**. The "Cheat Screen" will appear. Now you can enter any of the following codes for different effects:

- Unlock hidden teams—×, △, ×, □, ○, □, ×, △
- Unlock "The Difference" stadium—□, ○, □, △, △, ○, ×, ×
- Big heads—□, ○, ○, ×, △, ×, □, ○
- See the credits—○, □, △, ○, ×, △, △, □
- Always win—×, △, △, ○, ×, □, ○, △ (with this code in place, press **START** during a match to pause; you'll find a new option called "Win Match" at the pause menu)

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left, Up, Up**, △, **Right**, □, **Left**, △, **Up, Down, Right, Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right, Right, Left**, △, ×, **Up**, ○, **Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left, Left**, ○, **Left**, △, **Right**, ○, **Up, Up, Down**

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Invincibility—Hold **L1**, press **Down, Up, Left, Left**, △, **Up, Right, Down**

All Weapons—Hold **L1**, press □, ○, **Up, Down**, ×, □

Infinite Lives—Hold **L1**, press △, ○, ×, □

Restore Health—Hold **L1**, press ×, △, ○

See Programmers' Debug Info—Hold **L1**, press **Down, Down**, △

Stage Select—Hold **L1**, press △, **Up**, ×, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold ○ + × and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold △ + □ and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1 + R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—**Up, Down, Up, Down, Up, Down, Up, Down**

Unlock bonus ending cinematic—□, **Down**, ×, **Down, Right, Right, Up, Up**

Mission 2—×, **Down, Left, Left**, □, ○, ○, **Right**

Mission 4—**Down, Down**, □, □, **Left, Right**, ○, ×

Mission 5—**Right, Right**, ×, ○, **Down, Up, Down, Up**

Mission 7—□, ○, ×, □, △, **Left, Up, Right**

Mission 8—**Right, Down, Left, Up**, △, **Down, Up, Down**

Mission 9—○, ○, **Right, Up, Right, Up**, ×, ×

Mission 10—×, **Down, Down, Down, Down**, ×, **Left, Right**

Mission 11—△, **Up**, ○, **Down**, □, **Left**, ×, **Right**

Mission 12—**Up, Up**, △, △, **Left, Left**, ○, ○

Mission 14 (2-player)—**Left, Down, Left, Down**, □, ○, □, ○

Mission 15—□, **Right, Left**, ○, ○, **Up, Down**, □

Mission 16—**Down, Up, Down, Up**, △, ○, △, ○

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press △, ○, ○, △, □, ○, □

Stage Select/Invincibility—Hold **SELECT** and press □, △, ○, △, △, □, ○ (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press ○, ○, ○, △, □, □, ○

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up, Down, Left, Right**, ○, □, ×, △

99 Lives—**Up**, ×, **Down**, △, **Left**, □, **Right**, ○

Invincibility—**Down, Down, Up, Up**, ○, □, △, △

AUTO DESTRUCT

Cheat Menu

At the main menu, press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—**L1**, ○, **Down, L1, Up**, □, ○, **R1**

Extra Money—**L1, R1, Up**, ○, **Down**, □, **Right, R1, L1**

Add One Minute to Time—**Down, L1, L1**, ○, ○, **R1, Up**, □, **L1**

Invincibility—**L1, L1, L1, L1, Left**, ○, ○, □, **L1**

Infinite Fuel—**L1**, ○, **Left, L1**, ○, **R1, L1, Up, R1, Down**

Car Tune-Up Menu—**L1, R1, L1, Up, Down**, ○, **Down, Right, Left**, □, **R1**

Blood Mode—**L1, Down, R1, Left, L1, Right, R1**

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—**Up, R1, Down, L1, Up, Left, R1, Right, L1**

Mission Select—**Up, Down**, ○, **L1, R1, L1**, ○, **Down, L1, Up**

Next Mission (jump to next mission from the cheat menu)—□, ○, **R1, L1**, ○, **Down, L1, Up**

All Time Trials Available—**R1, L1**, ○, **Left**, ○, ○, **Left, L1**, ○

Car Select

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left, R1, Right, R1, Left, R1, Right, R1**. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

- Shrink the Rotofoil

×○×××○×
×××××
××△△××
□××××□
×□□□□×

- Upside-down playfield

×□□□□×
□××××□
××△△××
××××××
×○×××○×

- Must score in your own goal to win

××××□×
○×××○×□
×△××××□
××△×××□
××××□×

- Play as the Master Blazer, Xarta

×○○○×□
○×△×○□
○△×△○□
○×△×○□
×○○○×□

- Play "Classic *Ballblazer*"

□□×××××
□□□□□××
□□□□□□□
××□□□××
□□□□□□□

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right**, △, ×, □, **START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right**, △, ×, ×, △, **Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLAST CHAMBER

Infinite Lives

At the main menu, press □, **Left**, □, **Right**, ○, **Down**, ○, **Up**; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

BLAST RADIUS

Secret Levels

At the main menu, press **L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up**. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press **Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2**. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).

Powered Up Ships and Sector 5

At the main menu press **Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down**. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

Wraith Ship and Sector 8

At the main menu press **Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up**. This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

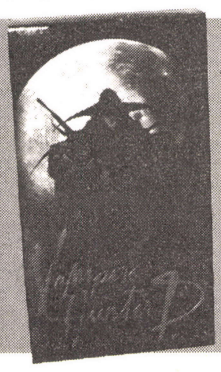
At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

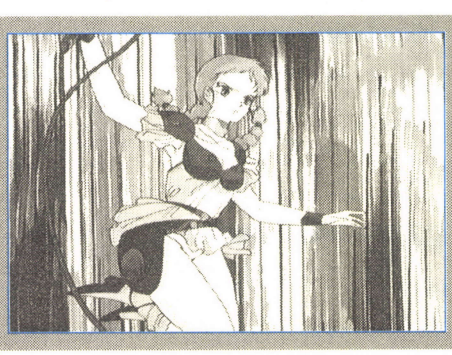
At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press ×, □, **R2, L1**, ○, ×, □, □, □. You'll then be able to enter any stage.

T&T Anime



Vampire Hunter D

To commemorate the upcoming Japanese and U.S. theatrical release of the new *Vampire Hunter D* movie, Urban Vision has just re-released the original *Vampire Hunter D* for VHS. The box art for the re-release is a little confusing since it features an image from the new movie, but inside is the English Language Version of the 1985 anime horror classic. The story takes place way in the future—12,090 A.D. to be exact—but the world has also taken on a gothic, medieval look thanks to the feudal system that the Vampires have implemented on the humans. Doris, a young villager girl, is targeted by Count Magnus Lee to be his eternal soulmate and gets bitten on the neck. Fearing contamination, her fellow villagers ostracize her from the community and leaves her on her own. In comes in "D", the emotionless but powerful Vampire Hunter. The only way to save Doris now is to kill the Vampire that bit her,



BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

• Access All Characters—**Right, Right, △, Left, Left**

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

• Tarot Reading—**Up, △, Down, △, Up**

This code adds a new option called "Tarot Reading" to the Option menu.

• "Ura" Puzzle Mode—**△, Left, Right, Left, △**

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• "Talk Demo" Mode—**□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □**

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press **○, Left, Right, ○**. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**; now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press **×** twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.

Unlock all classes—ALL EVENTS
Unlock all tracks in Single Race mode—DIRT TRACKS
Big head—GROSSE TETE
Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2 + R2 + × + Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COLIN MCRAE RALLY

Cheat Codes

From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode.

Race at night—N I G H T R I D E R
Race in fog—P E A S O U P E R
60 fps mode—S I L K Y S M O O T H
Fast acceleration—B U T T O N B A S H
Double engine power—M O R E O O M P H
High-pitched co-driver—H E L I U M N I C K
Turbo boost—K I T C A R
Rear wheel steering—F O R K L I F T
Four wheel steering—T R O L L E Y
Low gravity—M O O N W A L K
Unlock all courses—O P E N R O A D S
Unlock all cars—S H O E B O X E S
Small cars—D I D D Y C A R S
Hovercraft cars—H O V E R C R A F T
Metallic cars—T I N F O I L E D
Jelly car—B L A N C M A N G E
Mirror tracks—W H I T E B U N N Y

CONTENDER

Play as Jackal

Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen, press **□** to switch to the character on your memory card. Next, press **□** again. Jackal will appear among the other selectable boxers.

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."

Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1 + R1** and press **Down, Right, △, Down, Left, △, Up**
Unlock Ripper Roo—Hold **L1 + R1** and press **Right, ○, ○, Down, Up, Down, Right**
Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—Hold **L1 + R1** and press **Left, △, Right, Down, Right, ○, Left, Left, Down**
Unlock Komodo Joe—Hold **L1 + R1** and press **Down, ○, Left, Left, △, Right, Down**
Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right, △, Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**
Super Turbo Pads—Hold **L1 + R1** and press **△, Right, Right, ○, Left**
Infinite Bombs—Hold **L1 + R1** and press **△, Right, Down, Right, Up, △, Left**
Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—Hold **L1 + R1** and press **Left, △, Right, Left, ○, Right**
Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

CRITICAL DEPTH

Cheat Codes

These codes should be entered quickly during gameplay:

• Invincibility—**L1, R1, L1, R1, Up, Down, Left,, Right**
• Mines—Hold **R2** and press **Right, Left, Down**
• Quad Damage—**R1, R2, R1, R2, Up, Down, Up, Down**
• Drop Pods—**L1, R1, L1, R1, Up, Down, Left, Up**
• Surface Mine—Hold **R2** and press **Right, Left, Down**
• Stun Blast—Hold **R2** and press **Right, Left, Up**
• Infinite Weapons—**L1, R1, L1, R1, Up, Down, Left, Down**

CROC: LEGEND OF THE GOBBOS

Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:
L L L L D R R L L D R D L U R

CROC 2

Cheat Menu

At the title screen, hold **L1** and press **△, Left, Left, Right, □, Up, Up, Left, ○**. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2 + R2** simultaneously.

Infinite Crystals

At the title screen, hold **L1** and press **□, □, ○, Down, Left, Right, Left, Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press **□** to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passcodes

To reach the Passcode screen, press **○** at the "Courses" screen.

Unlock Cyber Badlands—H A R E S O
Unlock Cyber Canyons—N A M O P I
Unlock Cyber Sawgrass—S E C A R E
Unlock Cyber Summerlin—P O R A S O
Unlock all courses—P O Q A K I

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors *Talbain*

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DEMOLITION RACER

Cheat Code

At the main menu, press **×, ×, □, □, △, △, ○, ○**. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—**○, □, △, △, □, ○**
Pop top mode—**□, □, ○, ○, R1, R1**
Big head mode—**R1, R1, L1, L1, △, △**
Electric mode—**□, □, L1, L1, R1, R1**
Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Disable laser sight—**L1, L1, △, △, L1, L1**
Slow rockets—**L1, R1, R1, L1, △, □**
First Person View—**○, ○, △, △, □**

Gun Mode Cheats

At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Auto reload—**□, □, △, △, ○, ○**
Slow motion—**△, L1, △, L1, △, L1**
Slow rockets—**L1, R1, R1, L1, △, □**

Driving Mode Cheats

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**△, △, ○, ○, L1, L2**
Infinite Nitro—**L1, L1, R1, R1, ○, ○**
Infinite time—**L1, R1, □, □, R1, L1**
Rain mode—**□, □, L1, L1, △, ○**
Invisible car body—**L1, R1, R1, L1, L1, R1**

Debug Menu

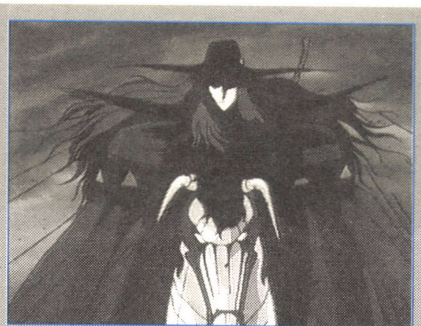
At the main menu, press **L1, L1, ○, ○, □, □**. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On—**△, △, L2, R2, L2, R2, R1, □**
Map All Things On—**△, △, L2, R2, L2, R2, R1, ○**
Lots of Goodies!—**×, △, L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility)—**Down, L2, □, R1, Right, L1, Left, ○**
X-Ray Vision—**L1, R2, L2, R1, Right, △, ×, Right**



Count Magnus Lee. Can "D" save Doris from Magnus' powerful spell? Is the usually stoic "D" falling in love with Doris? Will the villagers ever accept doris again? This 80-minute cult favorite has a unique mix of sci-fi technology and vintage medieval horror while telling a classic vampire story. Based on the horror novels by Hideyuki Kikuchi, *Vampire Hunter D* is the first and only episode. The new movie, which is also called *Vampire Hunter D*, will be released in select theatres in the U.S. from Urban Vision later this year. Victor Interactive has also released a *Vampire Hunter D* game based on the new movie for the PlayStation in Japan. So until the new movie hits the theatres, refresh your memory with Urban Vision's re-release of the original 1985 *Vampire Hunter D* on VHS. A DVD version is also planned for the future.



Level Warp—**Right**, **Left**, **R2**, **R1**, △, **L1**, ○, ✕ (press **Left** or **Right** to change the stage number.)

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—**L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L1**, **L2**, **R1**
- Invincibility—**L2**, **L2**, **R2**, **R2**, **L2**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**, **L1**
- Immunity (Police never chase you)—**L1**, **L2**, **R1**, **R1**, **R1**, **R1**, **L2**, **L2**, **R1**, **R1**, **L1**, **L1**, **R2**
- Rear Wheel (Car has rear wheel drive)—**R1**, **R1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**
- Minis (Cars appear much smaller)—**R1**, **R2**, **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **L2**, **L2**, **L2**
- Stilts (Extremely long suspension)—**R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **L2**, **L1**, **R2**, **R1**
- Antipodean (Screen appears upside-down)—**R2**, **R2**, **R1**, **L2**, **L1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **R2**, **L1**

DUKE NUKEM: TIME TO KILL

Cheat Codes

Press **START** during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—**L2**, **R1**, **L1**, **R2**, **Up**, **Down**, **Up**, **Down**, **SELECT**, **SELECT**

Invisibility—**L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**

Double Damage—**L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**

Big Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Up**

Tiny Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Down**

Big Head Enemies—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Left**

Tiny Head Enemies—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Right**

Enable Level Select at main menu—**Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Up**

All Weapons—**L1**, **L2**, **Up**, **L1**, **L2**, **Down**, **R1**, **Right**, **R2**, **Left**

Unlimited Ammo—**Left**, **Right**, **Left**, **Right**, **SELECT**, **Left**, **Right**, **Left**, **Right**, **SELECT**

All Inventory—**R1**, **R1**, **R1**, **R1**, **R1**, **L2**, **L2**, **L2**, **L2**, **L2**

All Keys—**Up**, **Right**, **Up**, **Left**, **Down**, **Up**, **Right**, **Left**, **Right**, **Down**

FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—**L1**, △, **Up**, **Down**, ○, ○, △, □, **Down**, **R1**

Expert Mode— **Down**, **Down**, **Down**, △, **Down**, **Down**, **Down**, □, **Left**, **Right**

Instant Puzzle Solutions—**L1**, △, **Up**, **Down**, ○, ○, ○, **Down**, **Down**, **Down**, **Up**

Infinite Health—**L1**, △, **Up**, **Down**, ○, ○, △, □, **Right**, □

Max. Ammo—**L1**, △, **Up**, **Down**, ○, ○, △, □, **Left**, △

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left** + **L1** + **R2** + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2

Stage Select

Hold **L1** + **L2** + **R1** + △ + **Left** and press ✕ at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear.

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FISHERMAN'S BAIT

Total Count List

At the title screen, press **Up**, **Up**, **Down**, **Down**, **L1**, **R1**, **L1**, **R1**, ✕, ○, **START**. Next, select "Options," then press **SELECT**. The Total Count List screen will appear.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press **Left**, **Right**, **Left**, **Right**. Next, press ✕ to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right**, □, △, □, △, **R1**, **L1**, **R1**, **L1**, ○. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press **START** to pause, then press **Right**, □, △, □, △, ✕.

G•DARIUS

Unlock All Movies

Highlight "Movie" at the option screen, press **Left**, **Right**, **Left**, **Right**, then hold **L1** + **L2** + **R1** + **R2** and press **START**. All of the movies will be unlocked, even if you haven't finished the game.

G-POLICE

Infinite Shields

At the "Mission Brief" screen, hold **L1** + **R2** + □ and press **Left** on the D-pad.

Unlimited Ammo

At the weapon select screen, hold **R1** + **L2** + ○ and press **Left** on the D-pad.

G-POLICE: WEAPONS OF JUSTICE

Passwords

Mission 31—P L I N T H

Unlock Everything in Database—U T O P I A

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2**, **R1**, □, □, **Up**, **Down**, □, □, **R2**, **R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press ✕ again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.

Start with $1,000,000—B I G S C O R E

Start with all weapons and 99 ammo—N A V A R O N E

Start with x5 Multiplier—H I G H F I V E

No Police—L O S E F E D S

Display Coordinates—W U G G L E S

Area Select—I T S A L L U P

Start with unlimited health—L I V E L O N G

Start with maximum Wanted Level—D E S I R E S

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold □ + **R2** + **L1** + **Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HEART OF DARKNESS

Cheat Mode

Hold **L1** + **L2** + **R1** + **R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME

Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa

The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Hercules head

The Hydra Canyon—Shield, Helmet, Shield, Soldier

Medusa's Lair—Archer, Pegasus, Archer, Centaur

Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning

Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier, Centaur

Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press ✕, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press ✕ to skip to the next clip or press **START** to exit.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1** + **L2** + **R1** + **R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold **L1** + **L2**, press ✕ to lock in your selection and continue to hold **L1** + **L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press ✕. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Unlimited Turbos—**R2**, **L1**, □, △, **R1**, **L2**, **L1**, **R2**

Small cars—□, **R2**, **L2**, △, △, **L2**, **R2**, □

Large tires—□, △, □, △, **R1**, **R1**, **L2**, **L2**

No graphic textures on cars—**L1**, **R1**, **L2**, **R2**, **L1**, **R1**, **L2**, **R2**

Alternate sound effects + announcer—**R2**, **R1**, **L2**, **R2**, □, △, **L1**, **R1**

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1** + **R1** and press ✕. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INVASION FROM BEYOND

Level Select

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, **R1**, **L2**, **R2**, △, ✕, ○, □, □, ○, ✕, △

All Ships & Weapons

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, **R1**, **L2**, **R2**, **Up**, **Down**, **Right**, **Left**, **Left**, **Right**, **Down**, **Up**

IRRITATING STICK

Extra Lives

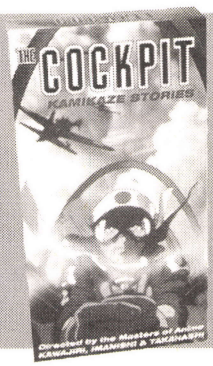
To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press ✕. You'll hear the crowd cheer to confirm the code.

KNOCKOUT KINGS 2000

Secret Boxers

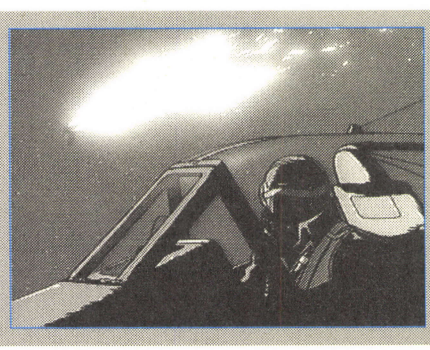
From the main menu, select "Career" and

T&T Anime



The Cockpit: Kamikaze Stories

Leiji Matsumoto, the grandfather of Japanese anime who brought you *Space Cruiser Yamato* (*Star Cruiser* in the U.S.), *Captain Harlock* and *Galaxy Express 999*, gathers three of Japan's top anime directors to direct three different episodes of *The Cockpit: Kamikaze Stories*. The three half-hour episodes all take place in World War II and focuses on the personal struggles of three different heroes. The first episode, Stratospheric Currents, is directed by Yoshiaki Kawajiri (*Biohunter*, *Ninja Scroll* and *Wicked City*) and is about a German Fighter pilot who must escort a B-17 carrying a newly constructed nuclear bomb. He struggles as his lover tells him he must destroy the B-17 himself and save humanity from the evils of the bomb. The only thing is, his lover is on the B-17! The second episode, Sonic Thunder Attack Team, is directed by Takashi Imanishi (*Gundam 0083*) and is about the final days of a Japanese kamikaze pilot. He is instructed to man a



enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.
GARGOYLE
SHMACKO
ROSWELL
O
Q TIP
TIM DUNCAN
MARLON WAYANS
MARC ECKO
JERMAINE DUPRI
ED MAHONE

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)
Compy—X X O △ □ X □ X O □ △ □
Human Hunter—□ □ △ O X □ □ □ □ X O △
Raptor—X X O △ □ X □ X □ □ △ O
T-Rex—X X O △ □ □ □ X △ □ △ □
Human Prey—□ □ △ O X X □ □ △ X O △
Gallery Passwords
Compy—□ □ △ O X O △ O △ △ X X
Hunter—X X O △ □ △ △ △ X O □ O
Raptor—□ □ △ O X O △ O X △ X △
T-Rex—△ △ □ X O □ O X X □ △ □
Prey—△ △ □ X O □ △ X □ □ O O
Stage Select
Access the password screen and enter the following password: □, X, O, △, △, X, □, O, △, O, X, □. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game
Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up**, **Down**, **Left**, **Right**, △, **START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.
View All FMV Scenes
After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MADDEN NFL 2000

Secret Codes
Enter these codes at the "Secret Codes" screen under "System Options." You will receive confirmation each time a correct code is entered.
P A I N F U L—More injuries
R O L L E R G I R L—Fumblerooski
P I C K E D O F F—Prime time
E X P R E S S B A L L—No interceptions
S P R O N G—Super jump
S M A C K D O W N—Super stiff arm
F I R S T I S 2 0—20 yards to first down
R E F I S B L I N D—Blind referee
M I N I M E—David Vs. Goliath
Q B I N T H E C L U B—The QB is in the club
V E R T I G O—Ball camera
W I L D W E S T—Dodge City: Old West Stadium
X M A S G I F T—Xmas Rush Stadium
C O T T O N C A N D Y—Tiburon Bros. Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports Stadium
M O J O B A B Y—All '60s team
L O V E B E A D S—All '70s team
C O W B O Y S—Fantasy Team: Marshals
I N T H E F U T U R E—Fantasy Team: Industrials
1 5 M O R E M I N—Great Game 1: '81 Dolphins
B U I L D M O N K E Y S—Great Game 1: '81 Chargers
G A M M A L I G H T—Great Game 2: '76 Raiders
H A C K C H E E S E—Great Game 2: '76 Patriots
T U N D R A—Great Game 3: '97 Packers
E A R T H P E O P L E—Great Game 3: '97 Broncos
C H I C K I N—Great Game 4: '85 Dolphins
D O O R K N O B—Great Game 4: '85 Bears
P R O F S M O O T H—Great Game 5: '90 Giants
S P O O N—Great Game 5: '90 Bills
K A M E H A M E H A—Great Game 6: '86 Browns
B L U E S C R E E N—Great Game 6: '86 Broncos
C A L L M E S A L L Y—Great Game 7: '88 Niners
P T O M I N F O G E T—Great Game 7: '88 Bengals
D O N T G O F O R 2—Great Game 8: '72 Steelers
G E T M E A D O C T O R—Great Game 8: '72 Raiders
S T E A M P U N K—Great Game 9: '95 Steelers
P R E D A T O R S—Great Game 9: '95 Colts

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters
At the character-select screen, follow the instructions below to select alternate versions of certain characters:
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner
EX Option Menu
From the main menu, select "Option." Next, press **R1**, ○, **Left**, △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MEDAL OF HONOR

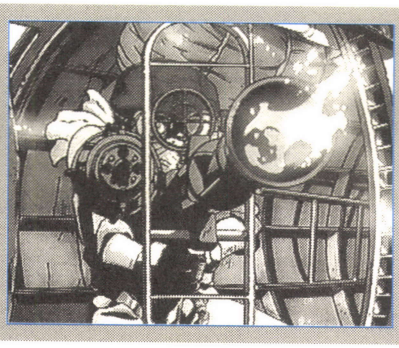
Secret Codes
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code.
Secret Screen 1—C O O L C H I C K
Secret Screen 2—A J R U L E S
Secret Staff Photo Gallery—D W I G A L L E R Y
Secret Team Gallery—D W I M O H T E A M
Captain Dye Mode—C A P T A I N D Y E
Nifty Multiplayer Power-ups—D E N N I S M O D E
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R O N
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Audie Murphy Mode—M O S T M E D A L S
Unlock Mission 1 in the Gallery—I N V A S I O N
Unlock Mission 2 in the Gallery—B I G G R E T A
Unlock Mission 3 in the Gallery—D A S B O O T
Unlock Mission 4 in the Gallery—S T U K A
Unlock Mission 5 in the Gallery—K O M E T
Unlock Missions 6 and 7 in the Gallery—T W O S I X T W O
Unlock Victory! in the Gallery—V I C T O R Y D A Y
Unlock Mission 2—Z E R S T O R E N
Unlock Mission 3—B O O T S I N K T
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R U N G
Unlock Mission 7—G E S A M T H E I T
Unlock Rosie in Multiplayer—W E C A N D O I T
Unlock Kurt in Multiplayer—E V I L K U R T
Unlock Jens in Multiplayer—I N T H E N A V Y
Unlock Johan in Multiplayer—T I R E D J O H A N
Unlock Jürgen in Multiplayer—D A S B O O T Y
Unlock Manfred in Multiplayer—M A N L Y M A N
Unlock Karl in Multiplayer—S C A R Y K A R L
Unlock Felix in Multiplayer—H O O D D O W N
Unlock Von Braun in Multiplayer—R O C K E T M A N
Unlock Ernst in Multiplayer—A R T C R I T I C
Unlock Egon in Multiplayer—C O O L S H A D E S
Unlock Wolfgang in Multiplayer—H O O D U P
Unlock Müller in Multiplayer—B I G F A T M A N
Unlock Winston in Multiplayer—F I N E S T H O U R
Unlock Otto in Multiplayer—H E R R Z O M B I E
Unlock Noah in Multiplayer—B E A C H B A L L
Unlock Bismarck in Multiplayer—W O O F W O O F
Unlock Rizal in Multiplayer—I K E A N D K E N
Unlock Panzerknacker in Multiplayer—N U T C R A C K E R
Unlock Steven in Multiplayer—S S P I E L B E R G
Unlock Will in Multiplayer—P A Y B A C K
Unlock Game Werks Theater in Multiplayer—M A C O O C O O
Unlock Site Seeing Theater in Multiplayer—S P Y S C H O O L

MISSION: IMPOSSIBLE

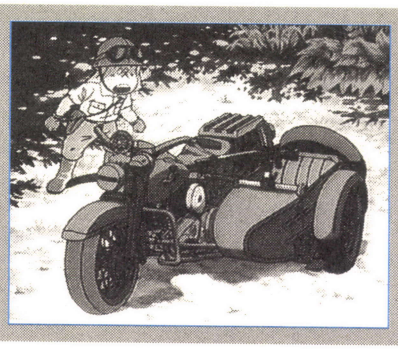
Secret Passwords
From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.
View secret message—T T O P F S E C R E T T
View any FMV sequence—S E E C O O L M O V I E
Slow-motion mode—I M T I R E D T O D A Y
Turbo mode—G O O U T T A M Y W A Y
Super jump—B I O N I C J U M P E R
All people move without animation—S C A R E D S T I F F F
Level Passwords
Submarine Pen Area—A B E M J Q L N V T P G
Russian Embassy—O G L I E S H V I R L L
Russian Embassy 2—I Q D S N J N T O M C I
KGB Warehouse—O Q R F F S I T J M N I
KGB Headquarters—E H N J H S U R W J M P
KGB Headquarters 2—I G C J M J M V M R B L
Security Hallway—G D P S I S J O W U A N
Security Hallway 2—G Q O F I S K T L M A I
Underground Sewage Plant—G G H I H S J V W R M L
IMF Headquarters—I J E N M U N H O N C J
IMF Headquarters 2—I M Q P N H N K O S C M
Infirmary—P B F R O U O P P W D B
CIA Rooftop—P M G K P U P K Q S D M
CIA Rooftop 2—K E J P P U P S R K E E
CIA Mainframe Computer—P J G N O U P H Q N D J
Waterloo Station—H D G G F P K Q M O B C
Train—I G I L G P M L M Y B O
Train 2—H D G O F T K Q M O B C
Train Roof—I G J D G T M L M Y B O
Lundkwist Base—N G H S M G Q T X M G I
Tunnel—M O E E O J G H V X J H
Mainland—M K E H T J S S V V J D
Gunboat—A F Q M O J G P V T P G

MONSTER RANCHER 2

Secret Monsters
As in the original *Monster Rancher*, the best way to generate new and different monsters is by visiting the Monster Shrine and inserting different compact discs into your PlayStation; listen to the priest's instructions to find out how this is done. Any CD can be used, from your favorite music CDs to computer CD-ROM discs or even other PlayStation titles. The game reads some of the digital data from your CD and uses those numbers to generate a monster that you can raise on your farm. There are also many special monster types that can only be found by using ONE specific CD. For example, if you use Quiet Riot's *Metal Health* CD to create a monster, you'll get a creature called "Bloodshed" that you can't get from any other CD. The following is a list of these "special" CDs which can be used to create special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher 2* the way they should. Occasionally an audio CD or PlayStation game will be re-mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. *Tips & Tricks* apologizes for any such discrepancies you may encounter.
The Matrix Original Soundtrack—"Poison"
Dead or Alive PlayStation game—"Kasumi
The Woman in Me by Shania Twain—"Mia"
Mellow Gold by Beck—"Moo"
Thoroughbred by Carol King—"Trotter"
Under the Table and Dreaming by Dave Matthews Band—"Blue Thunder"
Devil Dice PlayStation game—"Dice"
Downtown Train by Rod Stewart—"Tram"
Austin Powers: The Spy Who Shagged Me Original Soundtrack—"Eggplantern"
Fool... by The Vejtables—"Eggplantern"
Appetite for Destruction by Guns 'N Roses—"Skeleton"
Merry Christmas by Mariah Carey—"Satan Clause"
Christmas With the Chipmunks by The Chipmunks—"Satan Clause"
Tecmo Super Bowl PlayStation game—"Forward Golem"
Waste of Mind by Zebrahead—"Zebra Saurian"
Brave Fencer Musashi PlayStation game—"Shogun"
Third Eye Blind by Third Eye Blind—"Ruby



high-tech Zero with rocket boosters and ram into an American cruiser ship. It's a suicide mission, but someone has to do it! The last episode, Steel Dragon, is directed by Ryosuke Takahashi (*Votoms* and the new *Astro Boy*) and is about a young boy in the hot jungles of Philippines. He meets an old survivor and learns that not all is fair in love and war. If you're any kind of anime fan, *The Cockpit: Kamikaze Stories* should be a part of your video collection, especially with this All-Star billing! Although Leiji Matsumoto did all the character designs (they look straight out of *Galaxy Express 999* and *Captain Harlock*), it is fascinating to see how each director presents each story. A great plus are the interviews after every episode with each of the directors, describing what it was like to work with the legendary Matsumoto. *The Cockpit: Kamikaze Stories* is currently available on VHS through Urban Vision.



Knight"
Disney's Mulan Original Soundtrack—"Kokushi Muso"
You've Come a Long Way, Baby by Fatboy Slim—"Sumopion"
Gangsstar Trippin' by Fatboy Slim—"Sumopion"
Dances With Wolves Original Soundtrack—"White Tiger"
Gex 3: Deep Cover Gecko PlayStation game—"Frog Hopper"
Greatest Hits by Al Green—"Frog Hopper"
Rush Hour Original Soundtrack—"Kung Fu Hare"
Homogenic by Bjork—"Shishi"
Millennium by Backstreet Boys—"Happy Mask"
Tenchu: Stealth Assassins PlayStation game—"Ninja Kato"
Titanic Original Soundtrack—"Deluxe Liner"
Knockout Kings PlayStation game—"Boxer Bajarl"
The X Files: Songs in the Key of X Original Soundtrack—"Ultrarl"
Nevermind by Nirvana—"Swimmer"
Backdraft Original Soundtrack—"Cinder Bird"
Enema of the State by Blink 182—"Chef"
Men in Black Original Soundtrack—"Chinois"
Fanmail by TLC—"Silver Suezo"
Aenima by Tool—"Bronze Suezo"
Tiger Woods 99 PlayStation game—"Birdie"
Monster Rancher PlayStation game—"Sueki Suezo"
The Flintstones Original Soundtrack—"Pithecan"
Tecmo Stackers PlayStation game—"Caloriena"
Tecmo's Deception PlayStation game—"Mocchini"
Metal Health by Quiet Riot—"Bloodshed"
Metal Gear Solid PlayStation game—"Gaboo Soldier"
Terminator 2 Original Soundtrack—"Metal Jell"
Disney's The Little Mermaid Original Soundtrack—"Mermaid"
FIFA 99 PlayStation game—"Dribbler"
Rally Cross 2 PlayStation game—"Radial Niton"
Comparsa by Deep Forest—"White Birch"
Electric Warrior by T. Rex—"Pole Mock"
The Bearsville Collection by Bobby Charles—"Watermolony"
The Crow: City of Angels Original Soundtrack—"Cawken"
Legend by Bob Marley—"Raggae Plant"
Speak My Language by Inner Circle—"Raggae Plant"
Star Wars Episode I: The Phantom Menace Original Soundtrack—"Galaxy"
No One Can Stop Mr. Domino PlayStation game—"Dominos"
Andy Warhol by The Velvet Underground & Nico—"Gold Dust"
Licensed to Ill by The Beastie Boys—"Express Worm"
Kagero: Deception II PlayStation game—"Time Noise"

MORTAL KOMBAT 4

Secret Cheat Menu
Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:
• Player 1: Press Low Punch three times and Low Kick twice
• Player 2: Press Low Punch twice, Block once and Low Kick three times
After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.
Secret Characters
To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:
1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.
Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.
Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:
• Fatality 1—Press △ when "Finish Him/Her" appears.
• Fatality 2—Press ○ when "Finish Him/Her" appears.
• Animality—Press **L2** when "Finish Him/Her" appears.
• Friendship—Press **R1** when "Finish Him/Her" appears.
• Brutality—Press □ when "Finish Him/Her" appears.

N2O NITROUS OXIDE

Cheat Codes
Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:
X X □ X X X △ △—Infinite Firewalls
□ X ○ □ X □ ○ □—Infinite weapons
○ X X △ □ △ □ ○—Infinite lives
□ △ ○ △ X △ □ X—Access any level
□ □ □ △ ○ △ □ □—Bonus level access
X X X □ △ ○ X △—Enable fifth ship (Speedcore)
○ X □ △ △ ○ △ ○—Activate "water" effect
□ △ X △ ○ □ △ X—Bonuses don't reset when you die

NASCAR 2000

Unlock Montana Track
At the Race Setup screen, move the cursor to "Select Track" and quickly press **L1, L1, R1, R1,** □, **L2, L2, R2, R2,** ○ within four seconds. The currently selected track will automatically change on the screen.
Unlock Hidden Drivers
At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently selected driver will automatically change on the screen.
Alan Kulwicki—**L1, R1, L2, R2,** □, **R1, L1, R2, L2,** ○
Benny Parsons—**L1, R2, R1, L2,** □, **R2, L1, R1, L2,** ○
Bobby Allison—**L1, R1, L1, R1,** □, **L2, R2, L2, R2,** ○
Davey Allison—**R1, L1, R1, L1,** □, **R2, L2, R2, L2,** ○
Cale Yarborough—**L1, L2, R1, R2,** □, **R1, R2, L1, L2,** ○
David Pearson—**L1, R1, R2, L2,** □, **R1, L1, L2, R2,** ○

NBA LIVE 2000

Unlock Legends Players
From the "Game Setup" screen, press ○ to open the menu. Move the cursor to "Players," then press **Right** and then X to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."
Bob Pettit—CRASH,BOARDS
Dolph Schayes—SET,SHOT
Paul Arizin—PITCHIN',PHILLI
Bill Sharman—CHARITY,STRIPE
Bob Cousy—B-BALLS,COOZ
Walt Frazier—COOL,CLYDE
Harry Gallatin—IRON,HORSE
Willis Reed—SOFT,TOUCH
Earl Monroe—MAGIC,PEARL
Richard Guerin—PLAY,MAKER
George Yardley—YARD,BIRD
Jerry Lucas—LUCAS,LAYUP
Billy Cunningham—LEAPING,KANGAROO
Cliff Hagen—HOOK,SHOT
Rick Barry—FOUL,SHOT
Shawn Kemp—POWER,DUNKER
Julius Erving—DOCTOR'S,IN
Dominique Wilkins—HIGH,LIGHT
Moses Malone—FREE,THROWS
Grant Hill—CLASS,ACT
Karl Malone—MAILMAN,DELIVERS
Charles Barkley—MOUND OF,REBOUND
John Stockton—JAZZ,MAN
Reggie Miller—OUTSIDE,THREAT
Lenny Wilkins—PLAYER,COACH
Oscar Robertson—BUCKS,BIG O
Dave Bing—THE,DUKE
Isiah Thomas—BAD BOY,ZEKE
Nate Archibald—BIG,TINY
Pete Maravich—PASSING,PATROL
Larry Bird—CELTICS,PRIDE
Robert Parish—CELTIC,CHIEF
Dave Cowens—RED,HEAD
Tommy Heinsohn—FLAT,SHOT
Sam Jones—BANK,SHOT
Larry Costello—CROSS,OVER
Hal Greer—JUMP,SHOT
Mitch Richmond—LIVE,COVERMAN
George Gervin—CHILLED,ICEMAN
Gary Payton—HUMAN,GLOVE
Bill Russell—ALL,DEFENSIVE
Bob Lanier—BIG,FOOT
Bill Walton—SHOT,BLOCKER
David Robinson—SUPRS,ANIMAL
Patrick Ewing—PLAYER,PRESIDENT
Jerry West—THE MR.,CLUTCH
Earvin Johnson—MAGICAL,GUARD
James Worthy—BIG,GAME
Shaquille O'Neal—LITTLE,WARRIOR
Elgin Baylor—OFFENSIVE,FORCE
Wilt Chamberlain—BIG,GOLIATH
John Havlicek—JOHN,HONDO
Kevin McHale—SIXTH,MAN
Scottie Pippen—COMPLETE,GAME
Andrew Phillip—WHIZ,KID
Michael Jordan—COME FLY,WITH ME
Carlo Braun—HARD,WOOD
Walt Bellamy—NO,COMMENT
Wes Unseld—GLASS,CLEANER
Hakeem Olajuwon—THE DREAM,MACHINE

NCAA FOOTBALL 2000

Secret Teams
From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code.
B U C K Y—'62 Wisconsin
F A T I G U E S—'86 Miami
M O N S T E R D—'87 Miami
S H U T O U T—'91 Miami
T O O T A L E N T E D—'92 Miami
R U N O U T S I D E—'94 Miami
G A M E O F C E N T U R Y—'71 Nebraska
G O F O R 2—'83 Nebraska
S T E A M R O L L E R—'94 Nebraska
C O R N F E D—'97 Nebraska
G R E E N G A N G—'94 Oregon
L I N E B A C K E R I N T—'86 Penn State
A L M O S T N O . 1—'94 Penn State
P L A Y T H E P A S S—'73 Alabama
G O A L L I N E S T A N D—'78 Alabama
B L O C K T H A T K I C K—'85 Alabama
R E A L M E N P L A Y Z O N E—'92 Alabama
M I S S E D C H A N C E S—'89 Colorado
P U T I N L A R R Y—'96 Florida
T O M A H A W K—'93 Florida St.
G E T T H E Q B—'96 Florida St.
S I C E M D A W G S—'82 Georgia
N I C E P O S E—'91 Michigan
G O L D P A I N T—'46 Notre Dame
S T R E A K O V E R—'57 Notre Dame
T A K E T H E T I E—'66 Notre Dame
L E P R E C H A U N—'88 Notre Dame
L I F T O F F—'89 Notre Dame
S C H O O N E R—'71 Oklahoma
S L O W S T A R T—'87 Oklahoma
H U R T Q B—'88 W. Virginia
R E V E N G E—'65 UCLA
P R E S S B O X—'67 UCLA
L B B R U I N S—'88 UCLA
F I G H T F O R T R O Y—'62 USC
W H I T E H O R S E—'67 USC
N I C E R U N—'68 USC
R A L L Y—'74 USC
M V P R U N—'79 USC
W I L D D O G S—'91 Washington
D E J A V U—'75 ASU
W O O P I G S O O E Y—'69 Arkansas
S M A R T B A C K—'85 Auburn
T H E P L A Y—'82 Cal
T E X A S F I G H T—'69 Texas
I N S I D E N O U T S I D E—'46 Army
M I R A C L E—'84 BC
T O U C H T H E R O C K—'81 Clemson
H E D G E S—'76 Georgia
S P L I T V O T E—'97 Michigan
B R U T U S—'70 Ohio State
S M O K E Y—'97 Tennessee
T U R N O V E R—'97 Wash St.
L A S E R B E A M S—Tiburon
I N T H E G A M E—EA Sports
Cheat Codes
From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats:
C O N T R O V E R S Y—See entire poll
B I G S C R E E N—Watch intro movie
S T A D S G A L O R E—All stadiums available
M I N D R E A D E R—See the CPU's plays
T I M E F L I E S—Day passes more quickly during game
S C R A M B L E—Gameplay moves faster
B L U E C H I P—Create a player with maximum attributes in the "Create A Player" mode
S T A F F U P—Earn maximum recruiting points
G I M M E D A B A L L—Player always catches the ball
P I X G A L O R E—Player always intercepts ball
B R I C K W A L L—Player always tackles successfully on defense
S A F E T Y—High wind during game
I C B M—Player can make very long field goals
U N S T O P P A B L E—Select the "Juggernaut" team type in the "Create A School" mode
B A D C A L L—Player earns 1 point for knocking down referee
K 3 G 3 U H F 1 0 C C G 0—Disable TV style cameras before plays
Q 2 0 9 A H 6 0 A 0—Junior Varsity mode becomes easier
S 3 G C A H 0 5 0 0 0 G 0—All American mode becomes easier
V B G I N 6 2 0 0 8 0 4 1—Disable the game's demo mode

NCAA GAMEBREAKER 2000

Easter Eggs
Enter the following codes at the "Easter Eggs" screen under the "Customize" menu:
BEAT DOWN—All player attributes set to 99
BUILDER—Better players
BOOST—Stronger offense in simulated season
SC—Win all simulated games

NEED FOR SPEED: HIGH STAKES

Secret Vehicles
Enter any of these passcodes as your user name to unlock the corresponding vehicle:
H O T R O D—Unlocks the Titan
F L A S H—Unlocks the Phantom
W H I R L Y—Unlocks the Police Helicopter
Slower CPU
In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + ○ until the race begins.
Blurry Mode
In any mode, after you select "Race," quickly hold **Up + R1 + L2** until the race begins.
Turbo Mode
In any mode, just after you select "Race," quickly hold **Up** + △ + X until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—M C I T Y Z
AutoCross Hidden Track—X C N T R Y
Caverns Hidden Track—X C A V 8
The Room Hidden Track—P L A Y T M
Scorpio-7 Hidden Track—G L D F S H
Space Race Hidden Track—M N B E A M
Activate Jaguar XJR-15—L J A G X
Activate Mercedes-Benz CLK-GTR—AMGMRC
Activate El Nino—R O C K E T
All cars and bonus tracks (not hidden tracks)—S P O I L T
All Camera Views—S E E A L L

Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1+ R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—**Up** + × + △
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

NFL BLITZ 2000

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322
BRAIN—1111
DANIEL—0604
JASON—3141
JAPPLE—6660
JENIFR—3333
GENTIL—1111
LUIS—3333
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
LEX—7777
THUG—1111
SAL—0201
FORDEN—1111
DAVID—3333
AZPOD—4777
JOVE—6644
AUBREY—7777
AOB—1111
FRANZ—1010
BRIAN— 2221
ALEC—1197
CALEB—0996
GRINCH—0222
GUMBY—8698
GUIDO—2222
PUNKR—1221
PUNKB—2112
SHRUNK—6666
EDDIE—3333
MXV—1014
BOXER—2111
DINO—1111
SMILE—1111
SAD—1111
PIRATE—1111
ALIEN—1111
TREX—1111
MOOSE—1111
RALPH—1111
CURTIS—1111
JEFF—1111
NATHAN—0515
RANDU—6666
WHODAT—1844

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Tournament Mode—1-1-1-Down
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-2-1-Down
Big Football—0-5-0-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left
Hang Time Meter—0-0-1-Right
Deranged Blitz—2-1-2-Down
Ultra Hard Blitz—3-2-3-Up
Always QB—2-2-2-Left
Red, White & Blue Ball—3-2-3-Left

NFL GAMEDAY 2000

Easter Eggs

Enter these codes in the "Easter Eggs" section under the "Options" menu.

SLIDESHOW—View a slideshow of cheerleaders. You must start a game and then quit to see the slideshow.
GLOVES—Receivers catch better
JUICE—Super speed bursts
PISTON—Super stiff arm
HOME COOKING—No penalties on home team
DAVIS—Running back is juiced
GD CHALLENGE—Unlock hidden difficulty level
GOLIATH—Large players
PENCILS—Tall and skinny players
FLEA CIRCUS—Tiny players
EVEN TEAMS—All players are equal
STEEL LEG—Longer field goals
BIG HITS—Harder tackles
STAMINA—Players don't get tired
HANGTIME—Bigger punts

NFL XTREME 2

Secret Codes

For each of the following codes, enter the "Create Player" screen from the "Rosters" menu. Enter the first word as the new player's first name and the second word as the player's last name, then press △ to exit and save the new player. Select "Quick Start" from the main menu and the game will have the corresponding effect. Except for the different field codes, the effects are cumulative, so you can combine them by entering multiple codes.

BIG BEN—Huge players
TINY TOM—Tiny players
BIGHEAD BOBBY—Players with big heads
GEORGE GIRAFFE—Players with long necks
COINHEAD COREY—Players with flat heads
SHRIMPY SEAN—Players with short arms
LAMEBOY LENNY—Players with weird animations
POOL TABLE—Game is played on a pool table field
EGYPT SPHINX—Game is played in a desert field
CITY SCAPE—Game is played in a city field
LUNAR FIELD—Game is played on the moon
AIRCRAFT CARRIER—Game is played on an aircraft carrier

NHL 2000

Secret Player

From the "Game Setup" menu, select "Advanced Options," then "Rosters," then "Player Management" and finally "Create Player."At this screen, enter the player's first name as "Joe" and "Sakic" as his last name. Note the uppercase and lowercase characters in each word. After doing this, answer "Yes" to the question that appears. Sakic's stats are all above 90.

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe.

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—J U N G L E W A R
Level 2: Island—C U T T H R O A T S
Level 3: Peace 1—C O U N T D O W N
Level 4: Peace 2—P L U T O N I U M
Level 5: DMZ—P U S A N
Level 6: Fortress—A R M A G E D D O N
Bonus Level: Lightning—L I G H T N I N G

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:

• Level Select—Hold **R1** and press **Down, Right, Left, Right**, □, ○, □, △, ○, □, **Right, Left**.
• Movie Select—Hold **R1** and press **Up, Left, Right**, □, ○, △, □, **Right, Left, Up, Right**.
• Green Farts—Hold **R1** and press **Up, Left, Right**, □, ○, ×. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press ○, ○, ×, ×, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, ○, △, □, ○, **Down, Up, Left, Right**.

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, ○, △, ○, □, ○, **Up, Down, Left, Right**.

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PARAPPA THE RAPPER

Rapping Tips

• If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the △ button, press and release the ○ button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the △ ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.
• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the × button. If you hold **Left** on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold **Right** on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release **Right**, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords

Level 2—METROPOLIS
Level 3—DEEPDARK
Level 4—TEMPLEME
Level 5—HOTROCKS
Level 6—GOINGDOWN
Level 7—WOWTHATSHOT
Kryll Thular Boss—BIGWORMGUY
Level 8—JAILBREAK
Level 9—THUNDERDOMES
Level 10—MAGICGARDEN
Level 11—SPOOKY MESAS

Cheat Passwords

Floating Harry—ZEROGHARRY
Big Head Mode—BIGHEADHARRY
Skinny Harry—2DHARRY
See Credits—CREDITS
99 Lives—STEVECRANEME
See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC
Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—GIVEMELIFE
Access Original *Pitfall!*—CRANESBABY

Note: Each of the following codes works during the original *Pitfall!* game:

• Programmer's Head—Press **R1 + R2**
• Baby (Elvira) Head—Press ○ + **R1**
• Croc Talk—Press **R1** + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!"
• Infinite Lives—Press **L1 + L2**

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down**, △, △, ×, ×, **Left, Right**, □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

PSYBADEK

Cheat Passwords

G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case

the code will still work.
Down, Up, Left, Right, △, ×, □, ○—All Gold in training levels
Down, Up, Right, Left, △, ×, □, ○—Unlock all levels
Up, Down, Left, Right, △, ×, □, ○—Your name can be three letters longer
L2, R2, L1, R1, △, ×, □, ○—Mega Points
Up, Down, Left, Left, ×, □, ○, △—Unlock movie (selectable from the Options menu)

R-TYPE DELTA

Infinite Credits
If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able continue as many times as you want.
Acquire New Background Images
Satisfy the requirements below to acquire new background images:
Image 2—Play using the RX
Image 3—Play using the R13
Image 4—Play for 20 hours total
Image 5—Finish the game on Human difficulty with the R9
Image 6—Finish the game on Human difficulty with the RX
Image 7—Finish the game on Human difficulty with the R13
Image 8—Play the game 100 times
Image 9—Finish the game on Bydo difficulty with the R9
Image 10—Finish the game on Bydo difficulty with the RX
Image 11—Finish the game on Bydo difficulty with the R13
Image 12—Finish the game on Bydo difficulty with the POW

R•TYPES

Level Select
Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.
Increase Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, ○.
Decrease Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, ×.
Use Any Weapon
Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, ×, or ○ to equip yourself with a different weapon.

RAGE RACER

Mirror Mode
At the Car Select menu, highlight "Race Start," hold **L1 + R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.
Custom Logo Colors
At the Team Logo design screen, highlight any color on the color pallette, hold **L1 + L2 + R1 + R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RASCAL

Stage Skip
Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the **R1** button to change the name of the stage, then hold the **R1** button down until you warp to the stage you chose. To skip to a different room within a stage, tap the **R2** button to change the room number, then hold the **R2** button down until you warp to the room you chose.

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.
Picture-in-Picture
During the game, press **START** to pause, then hold the **R2** button down and press ○, ○, **Left**, ○, ○. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.
Full Power-Up + 99 Lives
Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2, R1, L1**, then **R2**, then release the buttons in this order: **L1, L2, R2, R1**. Next, press and release ○, then press and continue to hold **Left**, ○, □, then △. Finally, release the buttons in the following order: **Left**, △, □, ○.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked
S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.
G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.
R1—Championship arena
L1—Two-tier arena
R1 + L1—Gym
Change Costume Colors
At the boxer selection screen, press □ + ○ simultaneously to change the currently selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
□ + **Up**—Irish accent
□ + **Left**—New York accent
□ + **Right**—African-American accent
□ + **Down**—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold **L1 + R1** + □ until you hear a special sound effect.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode
Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

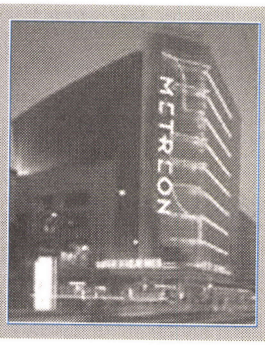
"Rookie" Mode
Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Shoot the Camera
Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.



In downtown San Francisco at the corner of 4th and Mission is the Metreon, a giant four-floor entertainment complex. It's best described as a "high-tech" mall, with specialty shops, restaurants, an IMAX and 16-screen theatre complex, and a super cool arcade with games you'll not find anywhere else. The coolest place to shop is Sony Style, where you can check out the most expensive and newest Sony products, like the Glasstron. There's also a PlayStation store with lots of games you can try out for free. The arcade, called "Airtight Garage," doesn't feature standard arcade games but instead has three totally different network games where crowds can play against one another. If you ever find yourself in San Francisco, check it out!



ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold **L1 + R1 + R2** and press **SELECT**; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick $10,000 Cash—Hold **R1 + R2**, press **L1, Up, Down, Up, Down**

Infinite Weapons—Hold **L1 + R1**, press **Up, Down, Up, R2**

Mega Guns Mode—Hold **L1 + R1 + R2 + ×**, press **Down**

Invulnerable Mode—Hold **L1 + R1**, press **Up, Down, Left, Right**

Upgrade Weapons—Hold **L1 + R1**, press **Left, Right, Left, Right**

Note: If you hold **L1 + R1 + R2** and press **Up, Down, Left, Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, **L1**, **R1**, ×, **L2**, **L2**

Enable Nightshade—**R1**, **R2**, **L1**, **L1**, ×, ○

Enable Helicopter—**L1**, △, **R2**, △, △, **R1**

Enable Alien Saucer—**R1**, □, ×, □, **L2**, ○

Access "Funtopia" stage (Challenge mode only)—×, ○, **L2**, ×, □, **L1**

Access "The Gulch" stage (Challenge mode only)—×, □, ○, **L1**, **L2**, □

Battle Boss 1 (Challenge mode only)—○, **R2**, **R1**, □, **L1**, **R2**

Battle Boss 2 (Challenge mode only)—○, ○, **L2**, **L1**, △, △

Infinite Jump—○, □, **R2**, ×, △, **R2**

Infinite Turbo—□, ×, ○, △, **R1**, **R2**

Double Pickups—**L1**, **L2**, ○, **L1**, **R1**, □

Increased Armor—**R1**, △, **R1**, △, **L1**, □

See *Duke Nukem: Time to Kill* movie—□, □, ○, ○, △, △

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, **R2**, ×, △, **R2**. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

- Chess pattern background—**L1**, ○, **Left, Right, L2, Left, R2, R2**
- Enable motion blur—**Right**, ○, **L2**, ○, **R1**, ○, □, ○
- Extra 30,000 points—□, **Up, Down, L2, R1**, △, ×, △ (works only once per level)
- Temporary invincibility—**Right, Down, L1, R2, R1**, ○, △, □
- 30 extra seconds in Time Trial mode—○, **L1**, △, △, ○, ×, △, **Down** (works only once per level)
- Warp to bonus stage—△, **Up**, △, **L2**, **L1**, **L2**, □, ×
- Clear screen in bonus stage—**Right**, ○, □, **L1**, □, ○, ○, □

RUSHDOWN

Unlock All Tracks

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right**, △, ○, △, ○. Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the × button. When the purple "RUSH" letters appear, immediately press one of th e following buttons and hold it down until the "loading" screen appears:

- Hold △ to race in a U.F.O.
- Hold **L1** to race in a pick-up truck
- Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

Ultimate Password

Choose "Options" at the Game Select menu, then select "Setttings" and use the **L1** and **R1** buttons to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2 + R1 + R2 + ○** simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + ×** simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + △** simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **Down**, ○, □, □, **Up**, ×. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SKULLMONKEYS

Cheat Codes

Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—**Down**, ○, **Up**, **R2**, **Left**, △, **SELECT**, **SELECT**

Maximum Phart Heads—**R1**, **Left**, **Up**, **L1**, **L1**, □, **Right**, **SELECT**

Maximum Phoenix Hands—□, △, **R2**, **Left**, **SELECT**, ○, △, **Right**

Maximum Universe Enemas—**Left**, △, **Right**, **Down**, △, **SELECT**, **SELECT**, **SELECT**

Maximum Super Willies—**R1**, **Left**, □, △, **L1**, △, **R2**, **SELECT**

Maximum 1970s Icons—**SELECT**, ○, **Up**, **Left**, **Down**, **Up**, **Down**, □

Maximum Swirly Cues—**R1**, **Right**, ○, **R2**, **R2**, □, **Right**, **SELECT**

Maximum of All Status Items (except 1970s icons and Swirly Qs)—**L1**, △, **Down**, **R1**, ○, **Right**, **Up**, **SELECT**

Shield—**R2**, ○, ○, **Down**, **Left**, ○, **Right**, **Down**

Clean "Pause" Screen—**L2**, **Left**, ○, **R2**, **Down**, □, △, **Down**

Change Klaymen's Color—**L2**, ○, ○, **Left**, **SELECT**, **L2**, **Up**, **Down**

Psycho Klaymen—**Down**, **Right**, △, **L2**, **Up**, **Left**, △, **SELECT**

Slow-Motion Mode—**L1**, △, **Left**, **Down**, **R2**, △, **Left**, **SELECT**

Super Fast Klaymen—**Left**, □, **R2**, ○, **R1**, **Down**, ○, **R2**

Tiny Klaymen—**R1**, **Left**, □, △, **R1**, **Left**, □, △

Shoot Heads Instead of Bullets—**Down**, □, △, **Down**, **Down**, □, □, **Right**

Skip Current Sub-Level—△, **L1**, **L1**, □, **Right**, ○, △, **Down**

SLED STORM

Passwords

Enter the following passwords from the password entry screen under "Load/Save" at the options menu.

Ryan / Storm Sled—○, △, □, **R2**, **R2**, **L1**, ×, △

Tracey / Storm Sled—○, △, □, △, **R2**, **L1**, ×, △

Gio / Storm Sled—○, △, □, **L1**, **R2**, **L1**, ×, △

Travis / Storm Sled—○, △, □, **R1**, **R2**, **L1**, ×, △

Nadia / Storm Sled—○, △, □, □, **R2**, **L1**, ×, △

Jay / Storm Sled—○, △, □, ○, **R2**, **L1**, ×, △

Jackal / 400cc—**L2**, **L2**, ○, **R2**, □, **R1**, **L1**, △

Sergei / 400cc—□, **L1**, □, **L2**, △, **R2**, ×, ○

Sergei / Storm Sled—○, △, □, ×, **R2**, **L1**, ×, △

Unlock Demo Track—**R2**, **L1**, △, □, △, **R1**, ○, ×

Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, ×, **R2**, □, ○, **R1**, ○, △

Unlock Super Snocross 3 through 6—**R2**, △, ×, **R2**, △, □, ○, ×

"Fog" available in Track Select—□, **L1**, ×, □, **R2**, ×, △, ○

"Mirror" available in Track Select—○, **L1**, **R2**, **R2**, **R1**, ×, △, **L2**

SMALL SOLDIERS

Cheat Passwords

○, ○, △, △, ○, ×, □, ×—Invincibility

△, △, ○, ○, ○, ×, □, ×—All Weapons

Stage Passwords

×, ×, △, □, □, ×, ○, ×—Gorgon

□, ×, △, □, □, □, ○, ×—Dimensional Temple

○, ×, △, □, □, ○, ○, ×—Floating Fortress

△, ×, △, □, □, △, ○, ×—Spirit Bog

×, □, △, □, □, ×, △, ×—Canyon Village

□, □, △, □, □, □, △, ×—Creepy Caverns

○, □, △, □, □, ○, △, ×—Space Ship

△, □, △, □, □, △, △, ×—Hall of Patriots

×, ○, △, □, □, ×, ×, □—Graveyard

□, ○, △, □, □, □, ×, □—Nuclear Mine

○, ○, △, □, □, ○, ×, □—Launch Center

△, ○, △, □, □, △, ×, □—Ulhaden Fier

×, △, △, □, □, ×, □, □—Garrison

□, △, △, □, □, □, □, □—Inner Sanctum

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—W O R S T C A S E

Campaign #2: Black Sea—G R A N D T H E F T

Campaign #3: Caspian—G R O Z N E Y

Campaign #4: Dracula—C H E R N O B Y L

Campaign #5: Kremlin—C I V I L W A R

Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

ton, your changes may not be in effect.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold **L1 + R1** and press □, □, ○, ○, △, ×
- Temporary invincibility—Hold **L1 + R1** and press △, △, ×, ×, □, ○
- All power-ups—Hold **L2 + R2** and press △, ○, □, ×, △, ×
- All inventory—Hold **L2 + R2** and press ×, □, ○, △, □, ○
- Refill health meter—Hold **L1 + R1** and press ×, ○, △, □, ×, ○
- Refill Magic—Hold **L1 + R1** and press △, ○, ×, □, △, ○
- Skip current level—Hold **L1 + R1 + L2 + R2** and press △, ×, □, ○, ○, ○

SPEED RACER

Access All Cars

At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △; now all of the cars in the game will be available.

Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold **L1 + L2** to race in bright daylight
- Hold **R1 + R2** to race at night
- Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press ○, □, ○, □.

Hidden Messages

Also at the "globe" menu, hold the **START** button and press ○, △, △, ○. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press ○, ○, ○, ○ to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the **START** button and press □, △, ○, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the **START** button and press ○, △, △, ○. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press △, ×, ×, ×, ○, ×, □, △, ×, △, ○. Repeat whenever necessary.
- Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the spider.

SPORTS CAR GT

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.

Down, Down, Left, Right, Up, Left, Circle, **R2**—Unlock all tracks and classes

Up, Left, Left, Right, Down, Right, L1, Square—Start with $1,500,000 in Season Mode

SPYRO THE DRAGON

99 Lives

At any time during the game, press **SELECT**, □, □, □, □, □, □, ○, **Up**, ○, **Left**, ○, **Right**, ○, **START**.

SPYRO 2: RIPTO'S RAGE!

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.

Learn all abilities—○, ○, ○, ○, □

Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1**, ○

Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2**, □

View credits—□, ○, □, ○, □, ○, **Left, Right, Left, Right, Left, Right**

Find Gems

At any time during gameplay, press **L1 + R1 + R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

Change Spyro's Color

At any time during gameplay, press **START** to pause the game, then press **Up, Right, Down, Left, Up**, □, **R1, R2, L1, L2, Up, Left, Down, Right, Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.

Red—○

Blue—×

Pink—□

Green—△

Light—**Up**

Dark—**Down**

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press △, ○, **Left, L1, R2**, □, ○, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press △.

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new

level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.

Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **R1**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N 0 C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERCROSS CIRCUIT

Secret Codes

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below:

Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER

All Weapons + Infinite Ammo

During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2** + □ + ○ and press ×.

Stage Select

During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT** + □ and press ×.

Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

Hard Difficulty

At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT** + □ + ○ and press ×.

Super Ammo

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT** + □ + × (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

Hard Difficulty

At the title screen, hold **Up + SELECT + L1 + R2** + □ + ○ and press × twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

TARZAN

Stage Select

At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TENCHU: STEALTH ASSASSINS

Restore Health

Press **START** during the game to pause, then press **Left, Left, Down, Down**, □, □, △, □ to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold **L1** and press **Left, Left, Down, Down**, □, □, △, □.

Unlock All Secret Ninja Tools

At the item select screen, hold **R1** and press **Left, Left, Down, Down**, □, □, △, ○.

Increase Item Inventory

At the item select screen, hold **L2** and press **Left, Left, Down, Down**, □, □, △, ×.

Ayame's Sexy Armor

At the item select screen, press **Left, Left, Down, Down**, □, □, △, ○.

Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down**, □, □, △, ○.

Enable Enemy Layout Selection Screen

At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down**, □, □, △, ×.

Debug Mode

At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up**, △, **Down**, ×, **Left**, □, **Right**, ○. Next, release **L1 + R2** and press **L1, R1, L2, R2**, then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2**. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TEST DRIVE 6

Secret Codes

Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu.

Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R

TEST DRIVE OFF-ROAD 3

Cheat Codes

From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes.

Sumo-Style—YOKOZUNA
Stunt Mode—TURN TRICKS
All Upgrades—MAD HOOKUP
All Divisons—SAD CLOWN
All Tracks—LEAD TO ROME
All Cheats—ZAKARY X

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right**, then repeat that same sequence of buttons again. Now press the × button; when the game starts, a stage-select menu will appear.

THEME HOSPITAL

Level Passcodes

Level 2—× ○ □ △ △ ○ □ ×
Level 3—○ ○ △ □ × △ ○ △
Level 4—□ △ ○ □ × × △ ○
Level 5—○ △ □ ○ × △ ○ □
Level 6—□ △ □ ○ × □ × ○
Level 7—□ △ △ ○ × □ △ ○
Level 8—× △ □ ○ △ ○ □ ×
Level 9—△ □ × △ ○ × △ □
Level 10—○ □ × △ □ × ○ □
Level 11—△ ○ □ ○ △ □ ○ ×
Level 12—○ □ × × □ ○ □ △

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + × + ○ simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate,"then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.

Extra Points

During a game, press **START** to pause, then hold **L1 + R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores.

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

TIME COMMANDO

Refill Energy

At any time during the game, press **START** to pause, highlight "Sound FX" at the pause menu and press ×, △, △, ○, ×, △, △, ○, □, □, ×. Now return to the game and you'll find that your energy meter has been refilled.

Extra Lives

At any time during the game, press **START** to pause, highlight "Sound FX" at the pause menu and press △, □, ○, ×, △, ○, □, ×, △, □, △. Now return to the game and you'll have three extra lives.

Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TOCA CHAMPIONSHIP RACING

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

- Enter "J H A M M O" to unlock all tracks, including the bonus track
- Enter "P A T S C R E E M" to access "TOCA Showdown" mode from the Race Menu
- Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
- Enter "C M S T A R S" for a starry sky background
- Enter "C M T O O N" for a cartoon background
- Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"
- Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"
- Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect)
- Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press ○ to fire its guns)
- Enter "C M M I C R O" to play in "*Micro Machines* mode" with an overhead view
- Enter "X B O O S T M E" to greatly increase the game's speed
- Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera angle

TOMB RAIDER

Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1**, ○, △, **L1, R2, L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1**, △, **R2, L2, L2, R2**, ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara

Using the **R1** button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level

If you find all 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

- All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly.
- Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly.
- All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, R2, L2, R2, L2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
- Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
- Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory

screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

100% Health—**SELECT, SELECT,** ○, ○, **Up, Up, SELECT**

0% Health—**SELECT, SELECT,** ○, ○, **Down, Down, SELECT**

Invincible—**SELECT, SELECT,** ○, ○, △, △, △, △

Invulnerable to Enemy Bullets—**SELECT, SELECT,** ○, ○, △, **SELECT**

HUD Toggle—**SELECT, SELECT,** ○, ○, **Left, Right, SELECT**

Max. Weapons—**SELECT, SELECT,** ○, ○, **L1, L1, R1, R1**

Remove Floor—**SELECT, SELECT,** ○, ○, **SELECT, SELECT,** ○, ○

Complete Mission—**SELECT, SELECT,** ○, ○, **SELECT,** ○

Debug Info—**SELECT, SELECT,** ○, ○, **L2, R2**

Camera Cheat—**SELECT, SELECT,** ○, ○, **R2, R2**

Move all objects and enemies by walking—**SELECT, SELECT,** ○, ○, **SELECT, SELECT,** △, △

Remove all objects except enemies—**SELECT, SELECT,** ○, ○, **SELECT, SELECT,** □, □

Display movement boundaries—**SELECT, SELECT,** ○, ○, △, △, □, □

Run faster—**SELECT, SELECT,** ○, ○, □, □, ○, ○

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies—**SELECT, SELECT,** ○, ○, **L1, L1, L1, L1, L1, L1**

Access All Missions—**SELECT, SELECT,** ○, ○, **L1, L1,** ○, **L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right, Up, Down,** ○, **Right, Up,** □, △

All stats at 10—Hold **L1** and press □, △, **Up, Down**

All stats at 13—Hold **L1** and press ×, □, □, △, **Up, Down**

Unlock Levels—Hold **L1** and press △, **Right, Up,** □, △, **Left, Up,** □, △

Unlimited Special—Hold **L1** and press ×, △, ○, **Down, Up, Right**

Big Head Mode—Hold **L1** and press □, ○, **Up, Left, Left**

Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, ○, ×, **Up, Down**

Slow Motion Mode—Hold **L1** and press □, **Left, Up,** □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up,** △, **Up,** ○, **Up, Left,** △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TRIPLE PLAY 2000

Secret Team

At the team select menu, press **Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right** on the D-pad. The top-secret "EA Dream Team" will appear; all of its members have weird graphic features or superhuman abilities.

Camera Control

During a game, hold **L1 + L2 + R1 + R2** and press **Right, Left, Up, Down, Right, Left.** Now you can control the camera with the D-pad and buttons to look anywhere in the stadium.

Easy Home Run

In the middle of the game, before a pitch, hold **L1 + R1 + L2 + R2** and press △, □, △, ○, ×, □, **Left, Right.** You'll hear a "thump" sound effect if performed correctly. The next time the current batter makes contact, he will automatically hit a home run.

Easy Strikeout

In the middle of the game, before a pitch, hold **L1 + R1 + L2 + R2** and press **Up, Down,** △, □, △, ○, ×, □. You'll hear a "thump" sound effect if performed correctly. Use ○ to throw a ball and you'll automatically strike the batter out.

Comments

In the middle of the game, hold **L1 + R1 + L2 + R2** and press any of the following button combinations to force the commentators to say something about a specific subject. You'll hear the same "thump" sound effect after entering each code.

Left, □, **Up,** △—Current batter

Up, △, **Right,** ○—Historical events

×, **Down,** △, **Up**—Current weather

Down, ×, **Right,** ○—Trivia

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.

God Mode— **Down, Left, L1, Left, Right**

Unlock Sweet Tooth—**START, R1, Right, Right, Left**

Unlock Crusher—**Down, R1, Right, R1, L1**

Unlock Moon Buggy—**START,** △, **Right, L1, START**

Unlock RC Car—**Up, Down, Left, START, Right**

Unlock Super Auger—**Left,** ○, △, **Right, Down**

Unlock Super Axel—**Up, Right, Down, Up, L1**

Unlock Super Thumper—○, △, **START,** ○, **Left**

Unlock Super Slamm—**Right, L1, START,** ○, **START**

All items are Napalms—**Right, Left, R1, Right,** ○

Unlimited special weapons—△, **L1, Down,** △, **Up**

CPU attacks only you—**Right,** △, **Right,** △, **L1**

UM JAMMER LAMMY

Sound Test

If you uncover all of the chocolate pieces at the stage select menu, you'll find a new option called "Special" at the main menu; it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform. Press **L1, R1** or any of the four main action buttons to trigger a special move for each of the performers.

V-RALLY 2: NEED FOR SPEED

Unlock Everything

From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down,** ×, × + **SELECT.** You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing × at the corresponding box.

VIGILANTE 8: 2ND OFFENSE

Secret Codes

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—MIXED_CARS

Unlock Original Vigilante 8 *Levels*

At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked

C B C K R M S—Special area select

C H T 4 D B S T—Quest cheat enabled

D P L G N G R S—Doppleganger select enabled

N G G D Y N L N—Test Case 1 unlocked

P L Y N T R C L S C—Classic Nitro setting

P R N T M M N T M—Momentum print enabled

P R N T S T M N—Stamina print enabled

M K S P R C W S—Bionic created wrestlers

M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT;** you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**

• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**

• Swelling Head—**L1, L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT;** you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT,** then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**

• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**

WILD 9

Cheat Codes

Each of the following cheats can be entered while the game is paused:

• Red Beam—**Right, Up, Left,** ○, **Up,** ○, ○

• Restore Energy—**R1,** △, **L1, Left,** △, ○, ×

• 10 Grenades—**R1,** ×, **R1, Right,** □, **Right,** □

• 10 Missiles—×, ○, **R1, Right,** △, ×, △

• Open all Levels—**Up, Left, Down, R2, Right,** □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEOUT 3

Secret Codes

Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.

W I Z Z P I G—Unlock all tracks

J A Z Z N A Z—Unlock Phantom class

A V I N I T—Unlock more ships

T H E H A I R—Unlock all Challenges

C A N E R _ W—Unlock prototype courses

M O O N F A C E—Infinite Hyper-thrust

D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)

B U N T Y—Unlock all tournaments

G E O R D I E—Infinite shields + Hyper-thrust

WU-TANG: SHAOLIN STYLE

Unlock All Characters

At the main menu, press **Right, Right, Right, Right, Left, Left, Left, Left,** □, ○, □, ○. You'll hear a special sound effect if the code was entered correctly.

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes:

Invincibility—**R2, L1, R2, L2, R1**

Charge Combo meter with one hit—**R1, L2, R2, L2, Right**

Increase damage of each attack—**Up, Up,** L1, **L2, Down**

Decrease damage of each attack—**Down, Up, L2, Right, Left**

Turn off computer control of opponents—**Left, Left, Up, Down, R2**

Automatic Superpins—**Down, Down, Down, Down,** L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of these cheats, just enter the same code again.

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Invincibility—×, △, **R2, Up**

Stop the Timer—×, △, **R2, Left**

Super Strength—×, △, **L2, Down**

Weaken Opponent—×, △, **L2, Right**

Cancel Active Cheats—□, ○, △, ×

Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press □, ×, ○, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

X GAMES PRO BOARDER

Secret Passwords

× ○ × △ △ □—Unlock all normal circuits

△ × □ × △ ○—Play as Ollie B

△ × □ × △ ○—Unlock Super Circuit + extra boarders

XENA: WARRIOR PRINCESS

Invincibility

At the main menu, press **Up, Up, Up,** ○, □, **Up, Right, Left.** You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

At the main menu, press △, □, △, □, □, **Up, Up, Up.**

A BUG'S LIFE

Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ADVENTURE ISLAND

Stage Select
At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B** to access a "World Select Mode" menu.
Power-Ups
At the title screen, enter **0894** as your password and select OK. You will have 99 of each item.

ANTZ

Passwords
Stage 2—B C C B
Stage 3—D Q G H
Stage 4—H G G F
Stage 5—N B F G
Stage 6—K G B F
Stage 7—Q G J J
Stage 8—G Q H G
Stage 9—F L D P
Stage 10—K G Q Q
Stage 11—D L G Q
Stage 12—C B H G
Stage 13—J B J G
Stage 14—P L D P
Stage 15—L F G B
Stage 16—D Q L D
Stage 17—C L P G
Stage 18—D L H D
Stage 19—L F Q G

ASTEROIDS (Game Boy Color version)

Passwords
Enter these passwords from the "Single Player" option under the main menu.
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

BABE AND FRIENDS

Passwords
Level 2—B 0 B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

BATTLE ARENA TOSHINDEN

Text Debug Mode
When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads
At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three

BILL & TED'S EXCELLENT ADVENTURE

Passwords
Adventure 2: New Mexico 1879, 555-4239
Adventure 3: Ancient Greece 410 BC, 555-6767
Adventure 4: Medieval England 1456, 555-8942
Adventure 5: San Dimas 1,000,000 BC, 555-4118
Adventure 6: Shopping Mall, 555-8471
Adventure 7: School Room, 555-2989

BOARDER ZONE

Passwords
0 2 0 9 7 1—Unlock Time Challenge Course 4
2 9 0 7 7 1—Unlock Trick Challenge Course 5

THE BUGS BUNNY CRAZY CASTLE

Passwords
Level 73—W 3 R 2
Level 74—W 1 F 2
Level 75—X 3 J 2
Level 76—X 1 K 2
Level 77—W E M 2
Level 78—W H C 2
Level 79—X E A 2
Level 80—X H O 2

THE BUGS BUNNY CRAZY CASTLE 2

Passwords
Level 20—U N I T
Level 21—S O N G
Level 22—T Y R E
Level 23—L O V E
Level 24—N O T E
Level 25—J A Z Z
Level 26—H E L P
Level 27—K I N G
Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords
Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V 8 K
Stage 45—D S L 2 8 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—? D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 9 L 8 D H
Old Castle Password
Stage 61—6 Z L X D H

CARROT CRAZY

Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CASTLEVANIA II: BELMONT'S REVENGE

Start with 9 Lives
Enter the password Candle, Candle, Heart, Heart.
Hard Mode
Enter the password Blank, Eyeball, Blank, Eyeball.
Sound Test
Enter the password Heart, Heart, Heart, Heart.

CHASE H.Q.

Stage Select
At the title screen, hold **Down, A** and **B** and press **START**. Use the **A** and **B** buttons to change your starting stage.

CHOPLIFTER II

Passwords
Sector 2, Level 2—B Y M S F W R
Sector 2, Level 3—R G H T H N D
Sector 3, Level 1—G D G M P L Y
Sector 3, Level 2—T R Y H R D R
Sector 3, Level 3—S P R Y S K S
Sector 4, Level 1—C M P T R W Z
Sector 4, Level 2—C H P Y B Y S
Sector 4, Level 3—V R Y H P P Y
Sector 5, Level 1—G M B Y Q Z D
Sector 5, Level 2—L V L Y T T Z
Sector 5, Level 3—G D D Y G M Z

CONTRA: THE ALIEN WARS

Stage Skip
Enter the password H2F2, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

DONKEY KONG LAND II

47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords
Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—B V D V S C

FACEBALL 2000

Secret Rooms/Level Warps
When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25.
If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)
Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.
Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65.
Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

THE FINAL FANTASY LEGEND

Sound Test
At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test
At the title screen, hold **SELECT + B** and press **START**.

FIST OF THE NORTH STAR

Password
Last Stage—X K P 7 2 Q N V H R J G U 5

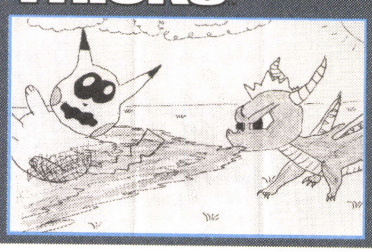
GAME & WATCH GALLERY

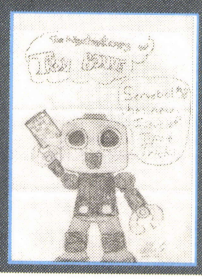
Reset Cartridge Memory
At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

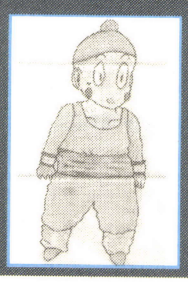
GAME BOY CAMERA

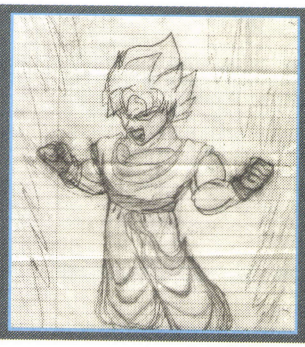
Secret Game
Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.
Secret Photos
To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):
• Page B3, photo 1—Shoot at least 60 photos.
• Page B3, photo 2—Delete at least 60 photos.
• Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
• Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
• Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
• Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
• Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* minigame.

TIPS & TRICKS Reader Art Gallery


by Bob Ludacer, Staten Island, NY


by Alberto Hernandez, Union City, NJ


by Anousack Baccam, Sioux Center, IA


by Bryan Pauly, Dunlphan, NE

• Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* mini-game.
• Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* mini-game.
• Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
• Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
• Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
• Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
• Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.

Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

• If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
• If you highlight "SE" and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
• If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse.

Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the **A** button at the right time, the stamp will remain flipped over on the screen.

Change Speed

At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**.

GAME BOY PRINTER

Secret Message

Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters

At the code screen, press **A**, **Left**, **Left**, **A**, **B**, **Right**, **Right**, **B**. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

Secret Messages

To read secret messages from the Game Genie designers, enter any of the following codes at the code screen:

• **Up**, **Down**, **Left**, **Right**
• **Right**, **Up**, **Down**, **Up**, **Left**, **Up**, **Down**, **Up**
• **B**, **A**, **B**, **Right**, **Left**, **Down**, **Up**
• **A**, **A**, **A**, **A**, **B**, **B**, **B**, **START**
• **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**
• **A**, **B**, **A**, **B**, **A**, **A**, **SELECT**
• **B**, **A**, **Left**, **Right**, **SELECT**
• **Up**, **Up**, **A**, **B**, **A**, **Down**, **Down**

GARGOYLE'S QUEST

Password

Final stage—S W X E - C B F J

GEX: ENTER THE GECKO

Password

Choose "Password" from the main menu and enter the following code:

↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ → ←
← ↓ ↓ → →

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

GHOSTS 'N GOBLINS

Quest 1 Passwords

Level 2—L ♥ K ♥ ♥ ♥ B L
Level 3—Q 0 M ♥ ♥ ♥ 1 H
Level 4—P S 5 ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H

Quest 2 Passwords

Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 8 J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L S 5 H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N 8 C ♥ K 4 0 N

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

THE JUNGLE BOOK

Cheat Menu

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A cheat menu will appear.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT**, **START**, **B**, **A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

• Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
• Press **SELECT** 20 times for one additional hidden character, Nakoruru.
• If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
• If you hold **A** + **B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KLAX (Game Boy Color version)

Passwords

Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B**, **A**, **A**, **B**, **A**, **A**. You'll immediately skip to the next stage.

LUCKY LUKE

Passwords

Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes

Manhattan—2 7 1 0
Sewers—1 8 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will warp to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "**THE END**" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "**ENTER YOUR INITIALS**" appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have different names.

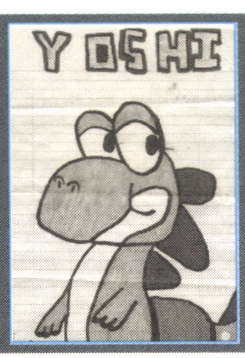
MORTAL KOMBAT II

Secret Character: Smoke

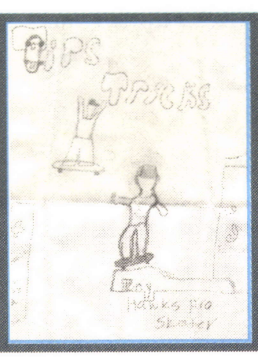
When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.

Secret Character: Jade

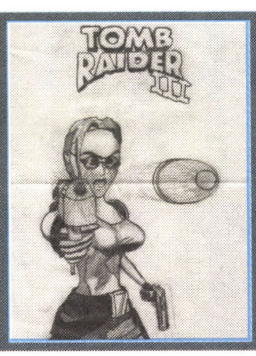
Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.



by Carlyle Brown, Fort Worth, TX



by Chris O'Malley, Cypress, CA



by Danny Rosa, Conifer, CO


by David Bryant, New Castle, VA

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile, enter the code 192-234 as follows:

1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.

You'll get a message to confirm proper entry of each code:

1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords

Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R S
Mean Streets—J J M P P R
Ice Scream—S W W T C H

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D Q J
The Case of the Hotel Who-Done-It—M D G K M Q

NFL BLITZ

Passwords

Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4

Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

PITFALL: BEYOND THE JUNGLE

Passwords

The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character *except* 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right**.
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left**.
Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left**.

THE RUGRATS MOVIE

Passwords

Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SPACE INVADERS (Game Boy Color version)

Passwords

Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W 8 1 V ?
Jupiter—R S S N 3 Q J 7 8 ? G J M C
Saturn—W S P Z M S 0 8 N ? H 8 N F
Uranus—C V 1 ? Q W K G J 3 X 8 R 5
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z 5 R 9

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

"Hard" Passwords

Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

TARZAN (Disney version)

Passwords

Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

- Highlight the first character of the password, press **Up** once
- Highlight the second character, press **Up** twice
- Highlight the third character, press **Up** six times
- Highlight the last character, press **Up** three times

Now you can press **START** to lock in the password.

The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0
Ship Escape—5 4 3 6

TETRIS

Start at Higher Levels

Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS DX

Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords

Scene 2—P B P P
Scene 3—B J W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords

F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.

Tools—5 2 2 6
Egypt—1 2 4 5
Hell—2 6 4 3
Treehouse—4 1 3 6
Garden—5 4 1 3
Snow—3 2 6 6
Construction Site—2 2 5 5
Pirate—3 6 3 1
Fruit—1 4 5 1
Alien—3 6 4 4
Circuit—4 3 3 3
Medieval—6 3 1 6

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.

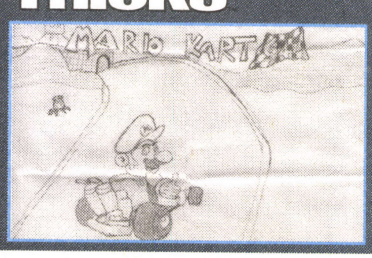
Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D 8
Last Password for X-Pac—R C D D

YARS' REVENGE

Password

Enter the passcode "O + O O" to start at any stage up to and including Level 240.

TIPS & TRICKS Reader Art Gallery



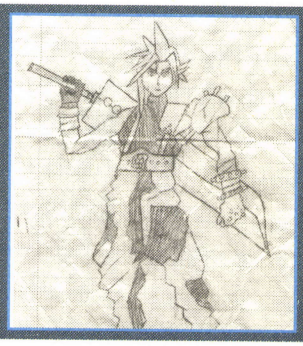
by Griffin Jameson, New Richmond, WI



by Dillon Trumble, Babylon, NY



by Emily Shafer, Ann Arbor, MI



by Jacob Cunningham, Seran Springs, NC

AERO WINGS

Unlock Everything

Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. You'll also have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press **L, R, L, R, L** very quickly and press **A**. You'll hear a bicycle ring after pressing **A** if you entered it correctly. Remember, If the code is not entered fast enough it won't work.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** and press **A**. Don't let go of **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press **A**. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time in the middle of a game, plug a controller into port C. On this controller, pressing **Y** will switch the view to one of the "replay" type cameras like in the game's intro. Pressing **B** will switch the view to inside the driver's seat, and pressing **A** will return you to the original view. Additionally, if you press **X** five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**

Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**

More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**

More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**

More Credits—**A, B, Left, A, B, Right, B, A, Down, R**

Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**

Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**

Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

FIGHTING FORCE 2

Level Select

At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**

Lose Health—Hold **L**, press **Left, B, Up, Up, Down**

Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**

Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**

Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**

All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**

Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**

Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**

Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**

Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**

Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**

Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**

Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**

Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**

Sunlight Glyph—Hold **L**, press **Left, B, Left, Right, Right, Up, Up, Left**

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run (L + R** in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X,** or **Y**

Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X,** or **Y**

Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X** or **Y**

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder7
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K

Codes

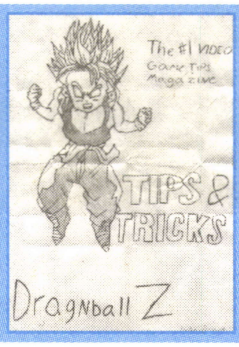
Enter any of the following codes at the "Codes" screen from the "Options" menu.

Unlock Insomniacs Teams—D E V D U D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O O T
Enable Huge Basketball—B E A C H B O Y S
Enable Ouchy Coaches—C O A C H O U C H
Secret Message—H I M O M

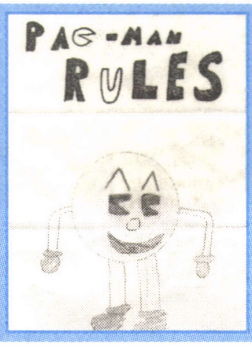
NBA SHOWTIME: NBA ON NBC

Secret Characters

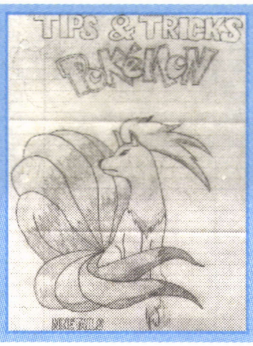
To play as a secret character, enter any of the names and PIN numbers below when



by Victor Amezcua, Upland, CA



by Dillon Trumble, Babylon, NY



by Jeremiah Wicker, Newark, OH


by David Bryant, New Castle, VA

you start a game. You'll hear a special sound effect after entering a correct code.
KERRI—0220
KERRI—1111
LIA—0712
LIA—1111
RETRO—1970
PINTO—1966
HORSE—1966
SMALLS—0856
BIGGY—0958
NIKKO—6666
OLDMAN—2001
CRISPY—2084
JACKO—1031
THEWIZ—1136
THEREF—7777
HAWK—0322
BENNY—0503
HORNET—1105
ROCKY—0201
TURBO—1111
BOOMER—0604
CRUNCH—0503
SLY—6765
GORILA—0314
SASQUA—7785
RAPTOR—1020
BEAR—1228
TURMEL—0322
GATSON—1111
GUIDO—6765
DANIEL—0604
JAPPLE—6660
JASON—3141
SAL—0201
JENIFR—3333
JENIFR—1111
E GEER—1105
MATT G—1006
TIMMYB—3314
GENTIL—1228
ROOT—6000
JONHEY—8823
ELOFF—2181
LYNCH—3333
PAULO—0517
GRINCH—0222
LEX—0014
DIMI—0619
DAVE—1104
STRAT—2112
CMSVID—0000
BETHAN—1111
STENTR—0269
LIPTAK—0114
THOMAS—1111
TIMK—7785
WIL—0101
CUTLER—1111
CHAD—0628
TIMCRP—6666
Choose Your Court
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass
Secret Codes
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.
No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-RIght
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu:
L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable
S C R A W L—Different screen font

NFL BLITZ 2000

Secret Characters
At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct name and PIN.
PUNKR—1221
PUNKB—2112
SHRUNK—6666
EDDIE—3333
MXV—1014
BOXER—2111
DINO—1111
SMILE—1111
SAD—1111
PIRATE—1111
ALIEN—1111
TREX—1111
MOOSE—1111
RALPH—1111
CURTIS—1111
BRAIN—1111
RAIDEN—3691
SHINOK—8337
SKULL—1111
LEX—7777
THUG—1111
TURMEL—0322
DANIEL—0604
JASON—3141
JAPPLE—6660
JENIFR—3333
GENTIL—1111
LUIS—3333
ROOT—6000
SAL—0201
FORDEN—1111
GRINCH—0222
GUMBY—8698
GUIDO—2222
Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1-2-3-Right), press Turbo once, Jump twice and Pass three times, then press **Right** on the D-pad. A message will appear to confirm each code.
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
No Head—3-2-1-Left
Big Football—0-5-0-Right
Hide Receiver Name—1-0-2-Right
Field: Wet—5-5-5-Right
Weather: Clear—2-1-2-Left
Field: Muddy—5-2-5-Down
Unlimited Throw Distances—2-2-3-Right
Super Passing (2-player agreement)—4-2-3-RIght
No CPU Assistance (2-player agreement)—0-1-2-Down
No Random Fumbles—4-2-3-Down
No Highlighting on Target Receiver—3-2-1-Down
No Punting—1-5-1-Up
No Interceptions—3-4-4-Up
No First Downs—2-1-0-Up
No Play Selection (2-player agreement)—1-1-5-Left
Invisible—4-3-3-Up
Smart CPU Opponent (in a 1-player game)—3-1-4-Down
Show More Field (2-player agreement)—0-2-1-Right
Show Field Goal %—0-0-1-Down
Tournament Mode (in a 2-player game)—1-1-1-Down
Power-up Offense—3-1-2-Up
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Power-up Speed (2-player agreement)—4-0-4-Left
Power-up Blockers—3-1-2-Left
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
Super Blitz (2-player agreement)—4-4-4-Up
Deranged Blitz (in a 1-player game)—2-1-2-Down
Ultra Hard Blitz (in a 1-player game)—3-2-3-Up
Super Blitzing—0-4-5-Up
Hyper Blitz (2-player agreement)—5-5-5-Up
Fast Passes—2-5-0-Left
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Allow Stepping Out of Bounds—2-1-1-Left
Always QB—2-2-2-Left
Red, White and Blue Ball—3-2-3-Left
Unidentified Ball Carrier—5-2-2-Down
Cardinals Playbook—1-0-1-Left
Falcons Playbook—1-0-2-Left
Ravens Playbook—1-0-3-Left
Bills Playbook—1-0-4-Left
Panthers Playbook—1-0-5-Left
Bears Playbook—1-1-0-Left
Bengals Playbook—1-1-2-Left
Browns Playbook—1-1-3-Left
Cowboys Playbook—1-1-4-Left
Broncos Playbook—1-1-5-Right
Lions Playbook—1-2-1-Left
Packers Playbook—1-2-2-Left
Colts Playbook—1-2-3-Up
Jaguars Playbook—1-2-4-Left
Chiefs Playbook—1-2-5-Left
Dolphins Playbook—1-3-1-Left
Vikings Playbook—1-3-2-Left
Patriots Playbook—1-3-3-Left
Saints Playbook—1-3-4-Left
Giants Playbook—1-3-5-Left
Jets Playbook—1-4-1-Left
Raiders Playbook—1-4-2-Left
Eagles Playbook—1-4-3-Left
Steelers Playbook—1-4-4-Left
Chargers Playbook—1-4-5-Left
49ers Playbook—1-5-1-Left
Seahawks Playbook—1-5-2-Left
Rams Playbook—1-5-3-Left
Buccaneers Playbook—1-5-4-Left
Titans Playbook—1-5-5-Left
Redskins Playbook—2-0-1-Left

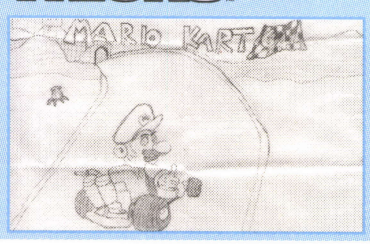
NFL QUARTERBACK CLUB 2000

Cheat Passcodes
Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.
Rugby mode—r g b y
Slow motion mode—f r r s t g m p
More fumbles—b t t r f n g r s
More injuries—h s p t l
Big football—b c h b l l
Jelly football—f l b b r
Smoking players—h s n f r
Thin players—t t h p c k
Fat players—m r s h m l l w
Giant coin at coin toss—b g m n y

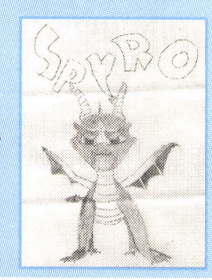
NHL 2K

Big Head Mode + Unlock Black Box Team
Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L** + **R**

TIPS & TRICKS Reader Art Gallery

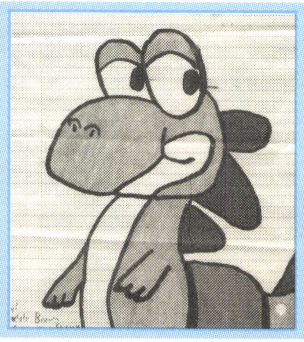


by Griffin Jameson, New Richmond, WI



by Peter Lukacovic, Hawthorne, CA


by Patricio Campos, Newark, NJ


by Carlyle Brown, Ft. Worth, TX

and quickly press **B**, **B**, **X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:

R—Championship arena

L—Two tier arena

R + **L**—Gym

Change Costume Colors

At the boxer selection screen, press **X** + **Y** to change the currently-selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the **X** button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + **Up**—Irish accent

X + **Left**—New York accent

X + **Right**—African-American accent

X + **Down**—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold **L** + **R** + **X** until you hear a special sound effect.

SEGA RALLY 2

30 FPS Mode

At the title screen, press **Up**, **A**, **Down**, **Down**, **Left**, **Right**, **B**, **B**, **Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press **Up**, **A**, **Down**, **Down**, **Left**, **Right**, **B**, **B**, **Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility

In the middle of a game, hold **L** + **R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold **L** + **R** and press the **X** button on the controller plugged into port B. Five items will materalize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold **L** + **R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes

At the title screen, hold **Left** + **Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A

Max. weapons—X A A Y B B

Level 2—A A B X Y A

Level 3—X A Y A A B

Level 4—Y Y B A X A

Level 5—B A B X X Y

Level 6—X A X B Y Y

Level 7—A B X B Y B

Level 8—Y B B A X Y

Level 9—B Y A A X B

Level 10—X A B B A X

Level 11—Y B Y X A B

Level 12—X B A X B Y

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.

Unlock cars and tracks—**B**, **Right**, **B**, **Right**, **Up**, **B**, **Up**

Infinite nitro—**Down**, **Up**, **Down**, **Up**, **A**, **X**, **A**

Skip current class (Championship Mode only)—**Down**, **Right**, **Down**, **Right**, **A**, **X**, **A**

Gain $100,000 (Championship Mode only)—**A**, **Right**, **A**, **Right**, **Up**, **B**, **A**

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.

Unlock all tracks—E R E R T H

Unlock all cars—D F G Y

Unlock all Challenges—P O I O P

Unlock "Stop The Bomber"—R F G T R

Freeze time limit—F F O E M I T

6,000,000 credits—A K J G Q

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.

Max. Fuel—Hold **L**, press **B**, **Y**, **A**, **X**, **B**, **X**

Repair Toy—Hold **L**, press **A**, **X**, **B**, **Y**, **A**, **Y**

Power-Up Machine Gun—Hold **L**, press **B**, **A**, **Y**, **X**, **A**, **B**

Power-Up Special Weapon—Hold **L**, press **X**, **A**, **Y**, **B**, **A**, **X**

99 Special Weapons—Hold **L**, press **A**, **B**, **X**, **Y**, **B**, **A**

Unlock All Missions—Hold **L**, press **A**, **Y**, **X**, **B**, **Y**, **X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu:

T E A R O U N D—Always win

I W I S H—Infinite time

T R A V O L T A—Power-up moves (all special moves unlocked)

C I T Y B E A C O N S—Win everything (all races unlocked)

I N F L A T E D E G O—Big heads

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

Hover higher—HI_CEILING

Unlock original V8 levels—OLD_LEVELS

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down**, **Up**, **Right**, **Left**, **START**; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick):

Invincibility—**Y**, **Right**, **B**, **Left**, **X**, **Down**

Full health—**Down**, **Down**, **A**, **X**, **B**, **X**

All weapons—**A**, **A**, **Right**, **Y**, **A**, **Right**

Speed boost—**Up**, **X**, **Down**, **B**, **A**, **Y**

Show all Power Core locations—**Y**, **B**, **A**, **Left**, **Down**, **Down**

Enemies don't attack—**B**, **Down**, **A**, **Down**, **X**, **Y**

ZOMBIE REVENGE

Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



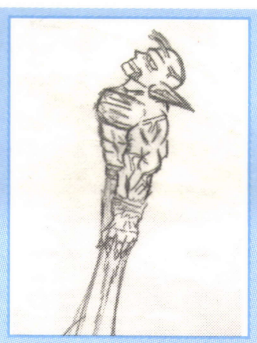
by Lee Jones, Brookhaven, MS



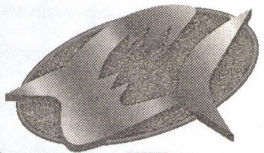
by Alberto Hernandez, Union City, NJ



by Travis Spitzer, Witchita, KS



by John Vallee, Narragansett, RI



GameShark

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Alexi Lalas International Soccer

800E4D3C-FFFF—Enable all secret teams
8011FF54-000A—Home team scores 10
8011FF54-0000—Home team scores 0
80120178-000A—Away team scores 10
80120178-0000—Away team scores 0

Bust-A-Move '99

D0056B88-0002 + 80056B88-0082—Always have guide
D0056B8C-0002 + 80056B8C-0082—Player 2 always has guide
80056E460009—Infinite time
8009D790-FFFF—Max. score, Player 1
8009D87C-FFFF—Max. score, Player 2

ECW Hardcore Revolution

800680D0-0000—Infinite creation points
D00E0EC2-8006 + 800E10B2-0000—Infinite health, Player 1
D00E0EC2-8006 + 800E10B2-00FF—No health, Player 1
D0038EC0-0098 + 800E0FA8-0350—Infinite time out of Ring, Player 1
D00C6260-0100 + 800E2E20-0000—Player 1 press **SELECT** for Quick Count on Player 2
D00C6260-0100 + 800E4C1C-0000—Player 1 press **SELECT** for Quick Count on Player 3
D00C6260-0100 + 800E6A18-0000—Player 1 press **SELECT** for Quick Count on Player 4
D003857C-0128 + 800E1038-0000—Player 1 can't be pinned
D00C6260-0040 800E2EB0-0086—Player 1 press **X** for Quick Pin on Player 2
D00C6260-0040 + 800E4CAC-0086—Player 1 press **X** for Quick Pin on Player 3
D00C6260-0040 + 800E6AA8-0086—Player 1 press **X** for Quick Pin on Player 4
D00E2DA2-800E + 800E2F2A-0000—Infinite health, Player 2
D00E2DA2-800E + 800E2F2A-00FF—No health, Player 2
D0038EC0-0098 + 800E2E20-0350—Infinite time out of ring, Player 2
D00C6264-0100 + 800E0FA8-0000—Player 2 press **SELECT** for Quick Count on Player 1
D00C6264-0100 + 800E4C1C-0000—Player 2 press **SELECT** for Quick Count on Player 3
D00C6264-0100 + 800E6A18-0000—Player 2 press **SELECT** for Quick Count on Player 4
D003857C-0128 + 800E2EB0-0000—Player 2 can't be pinned
D00C6264-0040 + 800E1038-0086—Player 2 press **X** for Quick Pin on Player 1
D00C6264-0040 + 800E4CAC-0086—Player 2 press **X** for Quick Pin on Player 3
D00C6264-0040 + 800E6AA8-0086—Press **X** for Quick Pin on Player 4
D00E4BA6-800C + 800E4D26-0000—Infinite health, Player 3
D00E4BA6-800C + 800E4D26-00FF—No health, Player 3
D0038EC0-0098 + 800E4C1C-0350—Infinite time out of ring, Player 3
D00C6268-0100 + 800E0FA8-0000—Player 3 press **SELECT** for Quick Count on Player 1
D00C6268-0100 + 800E2E20-0000—Player 3 press **SELECT** for Quick Count on Player 2
D00C6268-0100 + 800E6A18-0000—Player 3 press **SELECT** for Quick Count on Player 4
D003857C-0128 + 800E4CAC-0000—Player 3 can't be pinned
D00C6268-0040 + 800E1038-0086—Player 3 press **X** for Quick Pin on Player 1
D00C6268-0040 + 800E2EB0-0086—Player 3 press **X** for Quick Pin on Player 2
D00C6268-0040 + 800E6AA8-0086—Player 3 press **X** for Quick Pin on Player 4
D00E69A2-800C + 800E6B22-0000—Infinite health, Player 4
D00E69A2-800C + 800E6B2200FF—No health, Player 4
D0038EC0-0098 + 800E6A18-0350—Infinite time out of ring, Player 4
D00C626C-0100 + 800E0FA8-0000—Player 4 press **SELECT** for Quick Count on Player 1
D00C626C-0100 + 800E2E20-0000—Player 4 press **SELECT** for Quick Count on Player 2
D00C626C-0100 + 800E4C1C-0000—Player 4 press **SELECT** for Quick Count on Player 3
D003857C-0128 + 800E6AA8-0000—Player 4 can't be pinned
D00C626C-0040 + 800E1038-0086—Player 4 press **X** for Quick Pin on Player 1
D00C626C-0040 + 800E2EB0-0086—Player 4 press **X** for Quick Pin on Player 2
D00C626C-0040 + 800E4CAC-0086—Player 4 press **X** for Quick Pin on Player 3
800B18A0-00FF + 800B18A2-1000—Enable all cheats
800607E4-0001—Infinite move list space
D0039254-01A0 + 80039256-2400—Infinite health (all players)
D003857C-0128 + 8003857E-2400—Can't be pinned (all players)
D0038EC0-0098 + 80038EC2-2400—Can't be counted out (all players)

Formula 1 '99

D00CCA4C-0003 + 800CCA4C-0005 + D00D4830-0000 + 800D4830-0005 + D00D4830-0005 + 800E0D9C-0000 + D00D4830-0005 + 800E0F3C-0000 + D00D4830-0005 + 800E100C-0000 + D00D4830-0005 + 800E1EAC-0004—Quick win

K-1 Grand Prix

800E5EE6-0144—High stamina, Player 1
800E61C2-0144—High stamina, Player 2
800DCE2E-2400—Infinite rush (both players)
800DB902-2400—Hit anywhere
800E5EE6-0000—Low stamina, Player 1
800E61C2-0000—Low stamina, Player 2
800DC434-0002 + 800DC436-16A0 + 800DC444-0008 + 800DC446-16A0—Infinite health, Player 1
800E5EE0-0000 + 800E5EE2-0000—No health, Player 1
800E61BC-0000 + 800E61BE-0000—No health, Player 2
800E61CC-0000—Player 2 Down Gauge empty
800E61CC-0096—Player 2 Down Gauge full
800E5EF0-0000—Player 1 Down Gauge empty
800E5EF0-0096—Player 1 Down Gauge full
800E61C2-0128—Player 2 infinite Rush
800E61C2-0000—Player 2 no Rush
800E5EE6-0128—Player 1 infinite Rush
800E5EE6-0000—Player 1 no Rush

Marvel vs. Capcom: Clash of the Superheroes

8007C124-0090—Player 1 infinite health
D007C124-0090 + 8007C124-006C—Player 1 75% health
D007C124-0090 + 8007C124-0048—Player 1 50% health
D007C124-0090 + 8007C124-0024—Player 1 25% health
D007C124-0090 + 8007C124-0001—Player 1 one-hit kill
8007C124-0000—Player 1 instant death
8007C534-0090—Player 2 infinite health
D007C534-0090 + 8007C534006C—Player 2 75% health
D007C534-0090+ 8007C534-0048—Player 2 50% health
D007C534-0090 + 8007C534-0024—Player 2 25% health
D007C534-0090 + 8007C534-0001—Player 2 one-hit kill
8007C5340000—Player 2 instant death
8007B832-6363—Infinite round timer
8007C126-0090—Player 1 infinite Hyper Combo Gauge
8007C126-0000—Player 1 Hyper Combo Gauge empty
8007C536-0090—Player 2 infinite Hyper Combo Gauge
8007C536-0000—Player 2 Hyper Combo Gauge empty
8007C128-0000—Player 1 Hyper Combo Level 0
8007C128-0001—Player 1 Hyper Combo Level 1
8007C128-0002—Player 1 Hyper Combo Level 2
8007C128-0003—Player 1 Hyper Combo Level 3
8007C538-0000—Player 2 Hyper Combo Level 0
8007C538-0001—Player 2 Hyper Combo Level 1
8007C538-0002—Player 2 Hyper Combo Level 2
8007C538-0003—Player 2 Hyper Combo Level 3
8007C126-0000 + 8007C128-0000—Player 1 no Hyper Combo Gauge
8007C536-0000 + 8007C538-0000—Player 2 no Hyper Combo Gauge
50000302-0000 + 8007B72C-FFFF—Unlock everything
8007C984-0090—Player 1 Partner infinite health
D007C984-0090 + 8007C984-006C—Player 1 Partner 75% health
D007C984-0090 + 8007C984-0048—Player 1 Partner 50% health
D007C984-0090 + 8007C984-0024—Player 1 Partner 25% health
D007C984-0090 + 8007C984-0001—Player 1 Partner one-hit kill
8007C984-0000—Player 1 Partner instant death
8007CD8C-0090—Player 2 Partner infinite health
D007CD8C-0090 + 8007CD8C-006C—Player 2 Partner 75% health
D007CD8C-0090 + 8007CD8C-0048—Player 2 Partner 50% health
D007CD8C-0090 + 8007CD8C-0024—Player 2 Partner 25% health
D007CD8C-0090 + 8007CD8C-0001—Player 2 Partner one-hit kill
8007CD8C-0000—Player 2 Partner instant death
8007C17A-0005—Player 1 Infinite Special Partner Attacks
8007C17A-0000—Player 1 No Special Partner Attacks
8007DCE2-0005—Player 2 Infinite Special Partner Attacks
8007CDE2-0000—Player 2 No Special Partner Attacks
8007B896-03E7—Player 1 Max. Wins
8007B898-03E7—Player 2 Max. Wins
8007C168-FFFF—Player 1 Quick Max Score
8007C578-FFFF—Player 2 Quick Max Score
E007B888-0000 + 3007B888-0007—Start on Last Stage
E007B82A-0000 + 3007B82A-0001—Player 1 Only Needs One Win
3007B82A-0000—Player 1 Never Wins
E007B82B-0000 + 3007B82B-0001—Player 2 Only Needs One Win
3007B82B-0000—Player 2 Never Wins
3007B8E4-0002—Player 1 Ryu with Ken Moves
3007B8E4-0004—Player 1 Ryu with Akuma Moves
D007B862-0230 + 8007B862-0240—Player 1 Infinite Duo Team Attack
8007C222-01FF—Player 1 Infinite Wolverine Berserk Mode
D007B864-0230 + 8007B864-0240—Player 2 Infinite Duo Team Attack
8007C632-01FF—Player 2 Infinite Wolverine Berserk Mode
3007B8E50002—Player 2 Ryu with Ken Moves
3007B8E5-0004—Player 2 Ryu with Akuma Moves
8007C236-0010—Player 1 Infinite Time for Mega Man Specials
8007C646-0010—Player 2 Infinite Time for Mega Man Specials
D0028808-0C01 + 8007B6E8-0108—Enter EX Mode at Main Menu (L1/R1/Select)
8007C258-00FF—Player 1 Jin Super Armor
8007BF76-0000—Player 1 Rapid Attack
8007C24E-0001—Player 1 Mega Man Has Magnetic Shockwave
8007C238-00FF—Player 1 Mega Man Mega Buster Maxed
8007C668-00FF—Player 2 Jin Super Armor
8007CBFE-0000—Player 2 Rapid Attack
8007C65E-0001—Player 2 Mega Man Has Magnetic Shockwave
8007C648-00FF—Player 2 Mega Man Mega Buster Maxed
80038106-2400—Infinite Health Both Players

NASCAR Rumble

300b7135-0002—Enable all difficulty levels
50000D02-0000 + 800B7136-0202—Enable Locales, Tracks, & Legend Drivers

NBA Live 2000

800AE120-0007—Infinite Home Timeouts
800AE770-0007—Infinite Away Timeouts
D008235A-0BB8 + 50000902-0000 + 801FFD84-6464—Max. Stats
800B59300330 + 800B9FF2-0107 + 800BA006-00D9 + 8013874E-0231—Infinite Shot Clock Time

NCAA March Madness 2000

300153F0-0007—Infinite Time Outs, Home team
300153F0-0000—No Time Outs, Home team
3001682C-0007—Infinite Time Outs, Away team
3001682C-0000—No Time Outs, Away team
300153F1-0007—Infinite 20-sec Time Outs, Home team
300153F1-0000—No 20-sec Time Outs, Home team
3001682D-0007—Infinite 20-sec Time Outs, Away team
3001682D-0000—No 20-sec Time Outs, Away team
801613A8-0609—Infinite Shot Clock
800A7A84-000A—3-Pointers Worth 10 Pts
800A7A84-0000—3-Pointers Worth 0 Pts
800A79D0-000A—2-Pointers Worth 10 Pts
800A79D0-0000—2-Pointers Worth 0 Pts
800A79B4-000A—Free Throw Worth 10 Pts
800A79B4-0000—Free Throw Worth 0 Pts

Railroad Tycoon II

8015A8FA-7FFF + 8017F66E-7FFF+ 8017F2A6-7FFF + 8017B056-7FFF + 801934E6-7FFF + 8017F696-7FFF + 8018DC5E-7FFF + 801854EE-7FFF + 80194D62-7FFF + 8016FB06-7FFF + 80198056-7FFF + 80195C0E-7FFF+ 8016951A-7FFF + 80183892-7FFF + 8017740E-7FFF+ 8018766A-7FFF+ 8019128E-7FFF—Infinite cash

Rainbow Six

8007D430-0001—Entire Team Invincible
8007D434-0001—All Levels Unlocked
8007D43C-0001—Display Cordinates
8007D444-0001—Show Credits
8007D448-0001—Hostages Can't Die
8007D44C-0001—No Terrorists
8007D458-0001—All Doors Unlocked

Road Rash Jailbreak

800D5766-5A5A—Infinite Health
800D577C-4040—Infinite Bike Damage
800D577E-016E—Always Win
300D81EC-000A—Infinite Nitro
800D81E4-01FF + 800D81E8-FFFF + 800D81EA-FFFF—All Weapons/Superweapons
800D5D48-0000—Stop Timer

South Park Rally

800A338C-FFFF + 800A338E-FFFF—Unlock All Characters & Extra Cheats
800A3390-FFFF—Unlock All Races
800A3394-FFFF—Unlock All Tracks
8009C33C-0005—Infinite Credits

Nintendo 64

Asteroids Hyper 64
8007F90E-0063—Infinite lives
8107F8FE-FFFF—Infinite Points
8107f892-0001—Infinite Armageddon
8107F8A2-270F—Infinite Numbered Items On Pickup

Castlevania: Legacy Of Darkness
811CAB3A-2710—Infinite Health
811CAB42-2710—Infinite Gold
801CAB45-0064—Infinite Throwing Weapons
801CAB47-0001—Special 1
801CAB48-0001—Special 2
801CAB49-0001—Special 3

Disney's Tarzan
F1044F60-2400—Enable Code—Must Be On
810DD230-0063—99 Coins
811921C0-0120—Infinite Health
800DD252-0003—Infinite lives
810DD224-00F0—TARZAN and Sketch
81192096-0063—Infinite Green Weapon
81192098-0063—Infinite Red Weapon
8119209A-0063—Infinite Purple Weapon

Donkey Kong 64
Note:* Donkey Kong 64 *requires a 50 line enable code. It also requires the user to change the Keycode to the Zelda Key-code; please consult your Game Shark instruction manual for information about how the Keycode works and how to change it. Also: With such a lengthy enable code, the Game Shark can only process 14 codes at a time for* Donkey Kong 64, *so choose from the following list carefully:
F1000204-27BD + F1000206-FFE4 + F1000208-AFA8 + F100020A-0014 + F100020C-AFA9 + F100020E-0018 + F1000210-3C1A + F1000212-A05F + F1000214-375A + F1000216-AE00 + F1000218-3C08 + F100021A-A07C + F100021C-3508 + F100021E-5C00 + F1000220-241B + F1000222-0040 + F1000224-8D09 + F1000226-0000 + F1000228-237B + F100022A-FFFF + F100022C-AF49 + F100022E-0000 + F1000230-2108 + F1000232-0004 + F1000234-1F60 + F1000236-FFFB + F1000238-235A + F100023A-0004 + F100023C-8FA9 + F100023E-0018 + F1000240-8FA8 + F1000242-0014 + F1000244-27BD + F1000246-001C + F1000248-3C1A + F100024A-A05F + F100024C-375A + F100024E-AE00 + F1000250-0340 + F1000252-0008 + F1000254-0000 + F1000256-0000 + 81000204-3C1A + 81000206-A05F + 81000208-375A + 8100020A-AE00 + 8100020C-0340 + 8100020E-0008 + 81000210-0000 + 81000212-0000—Enable code (must be on)
807FCC41-0096—Infinite ammo
807FCC45-0096—Infinite Oranges
817FCC4C-041F—Infinite health
807FC992-0002—Extra Gold Bananas
8074E77C-0006—Play As Rhino (Do Not Pause)
8074E77C-0008—Play As Parrot (Do Not Pause)
817FC956-00FF—Max Coins Donkey
817FC958-00FF—Max Instruments Donkey
817FC9B4-00FF—Max Coins Diddy
817FC9B600FF—Max Instruments Diddy
817FCA12-00FF—Max Coins Lanky
817FCA14-00FF—Max Instruments Lanky
817FCA70-00FF—Max Coins Tiny
817FCA72-00FF—Max Instruments Tiny
817FCACE-00FF—Max Coins Chunky
817FCAD0-00FF—Max Instruments Chunky

ECW Hardcore Revolution
8015DD53-0000—Infinite Creation Points
80122773-000D—Player 1 Play As Cyrus
80122773-000F—Player 1 Play As Mack Daddy
80122773-0015—Player 1 Play As Gertner
80122773-0019—Player 1 Play As Jeff Jones
80122773-001C—Player 1 Play As Beulah
80122773-001D—Player 1 Play As Mad Goat
80122773-001F—Player 1 Play As Nurse
80122773-0022—Player 1 Play As Tommy Rich
80122773-0025—Player 1 Play As Santoro
80122773-0027—Player 1 Play As Sound Guy
80122773-0028—Player 1 Play As The Sheik
80122773-0029—Player 1 Play As Skull
80122773-002A—Player 1 Play As H Slash
80122773-002E—Player 1 Play As Louie
80122773-0030—Player 1 Play As J Styles
80122773-0032—Player 1 Play As Taz
80122773-0033—Player 1 Play As Trainer
80122773-0036—Player 1 Play As Excel

Mario Party 2
F10ADD80-2400—Enable Code (Must Be On)
810F8CD2-FFFF—Infinite Coins—Main Menu

Paperboy
8006A5D2-0064—Infinite Health
8102F19C-FFFF + 8102F19E-FFFF—Enable All Cars
811269CA-0700—Infinite Time
81056444-0001—Always Place 1st
81043530-FFFF + 81043532-FFFF + 81043534-FFFF + 81043536-FFFF—All Tracks And All Trophies

Road Rash 64
800D6A7A-00FF—Infinite Cash
810D7856-0000—Always Place 1st, Player 1
811B8A38-42F0 + 811B8A3C-42F0—Infinite Strength Bike, P1
811BFE10-4489 + 811BFE12-8000—Infinite Health, Player 1
811B92A0-42F0 + 811B92A4-42F0—Infinite Strength Bike, P2
811C0400-4489 + 811C0402-8000—Infinite Health, Player 2
810A77D6-0001—Have All Tracks
810A77D4-0001—Scooter Mode
810A77D8-0001—Cop Mode
810A77C8-0001—Debug Info On Screen
810A77DA-0001—Start With Club

Roadsters
EE000000-0000—Enable Code
800BABF-50010—Infinite Cash
D00C2001-0001 + 800C2001-0005 + 800C2003-0005 + D00C2003-0001—Quick Win
810BABF4-7FFF + 810BABF6-FFFF—Max Money
8008F841-001—Enable Trophies Cheat
8008F841-0040—Enable Big Wheels Cheat
8008F84-0050—Enable Big Wheels and Trophies
8008F841-0080—Enable Skywalker Cheat
8008F841-0090—Enable Skywalker And Trophies
8008F840-0001—Enable Car Radio Cheat
8008F840-0002—Enable Chopper Cheat
8008F840-0003—Enable Chopper And Car Radio
8008F840-000D—Enable Anyway And Extra Resolution
800B51DD-0005—Infinite lives
810B51E2-FFFF—Infinite Points
810B51DE-0104—Always Have Vertical Burst
810B51DE-0204S—Always Have Horizontal Right
810B51DE-0304—Always Have Horizontal Left
810B51DE-0404—Always Have Diagonal Burst
810B51B6-0001—Infinite Shield

Vigilante 8: 2nd Offense
F117D514-1000 + F117D940-2400—Enable Code (Must Be On)
8018F0F2-0002—Enable Extra Vehicles
8018F0F3-0001—Big Wheels Mode
8018F0F3-0002—No Gravity Mode
8018F0F3-0004—No Enemies (Arcade)
8018F0F3-0008—Invincible Mode

Game Boy

Billy Bob's Huntin' -n- Fishin'
0109-A6C0—Infinite Hearts
0163-0CC1—Infinite Bullets
010A-E5C0—Infinite Worms
010A-E3C0—Infinite Minners
010A-E4C0—Infinite Crawdads

Bionic Commando (Game Boy Color version)
0103B8C2—Infinite Health
0109CAC2—Infinite lives

Boarder Zone
0100-31C6—Infinite Time
0196-27C6—150 Points

Catwoman
0124-07C9—Infinite Health

Catz
80AA-D180—Full Bar Happiness Sophisto
80AA-9AA1—Max Energy Sophisto
80AA-D6A1—Max Affection Sophisto
80AA-51A1—Max Happiness Jester
80AA-95A0—Max Energy Jester
80AA-D6A0—Max Affection Jester
80AA-D1A1—Max Happiness Homeboyd
80AA-1AA1—Max Energy Homeboyd
80AA-56A1—Max Affection Homeboyd

Daffy Duck's Foul Play
0103-89C4—Infinite lives
01FF-82C4—Infinite Money

Deer Hunter
0101-A4C1—Infinite Time

Dogz
80AA-D180—Max Happiness Chi Chi
8047-A9A0—No Hunger Chi Chi
80AA-1AA1—Max Energy Chi Chi
80AA-56A1—Max Affection Chi Chi
80AA-51A1—Max Happiness Scrappy
8037-A9A1—No Hunger Scrappy
80AA-1AA1—Max Energy Scrappy
80AA-56A1—Max Affection Scrappy
80AA-D1A1—Max Happiness Chip
80AA-9AA1—Max Energy Chip
80AA-56A1—Max Affection Chip

Dragon Warrior Monsters
01FF-A3DB—1st Slot Infinite HP (In Battle)
01FFC3DB—1st Slot Infinite MP (In Battle)
01FF-E3DB—1st Slot Max Attack (In Battle)
01FF-A5DB—2nd Slot Infinite HP (In Battle)
01FF-C5DB—2nd Slot Infinite MP (In Battle)
01FF-E5DB—2nd Slot Max Attack (In Battle)
01FF-A7DB—3rd Slot Infinite HP (In Battle)
01FFC7DB—3rd Slot Infinite MP (In Battle)
01FFE7DB—3rd Slot Max Attack (In Battle)
01FF4BCA + 01FF4CCA—Infinite Money

Earthworm Jim 2
0104-99DA—Infinite lives
0163-9ADA—Infinite Health
0163-B5DA—Infinite Ammo Blaster
0104-50DC—Infinite Health
01094EDC—Infinite lives

Ghosts 'N' Goblins
010A-ACC0—Infinite lives
0101-87C2—Monster Points On Treasure Bags

Godzilla: The Series
0115-5DDD—Infinite Health
0132-5BDD—Infinite Guard

Grand Theft Auto
0109-1EDA—Infinite lives
0164-A1D2—Infinite Ammo Machine Gun
0164-A0D2—Infinite Ammo Pistol
0164-A3D2—Infinite Ammo Flamethrower

Hot Wheels Stunt Track Driver
0103-A7CE—Turbo Mode
0101-BACE—Always Place 1st

Jeff Gordon's Racing
0101-BBC5—Start On Last Lap

Legend of the River King
01FF-25D2—Infinite Health
01FF-29D2—Infinite Gold

NBA Showtime: NBA on NBC
0196-75C9—Team 2 Scores 150
0100-75C9—Team 2 Scores 0
0196-74C9—Team 1 Scores 150
0100-74C9—Team 1 Scores 0

NBA 3 on 3 Featuring Kobe Bryant
0100-C7C2—Team 1 Scores 0
0196-C7C2—Team 1 Scores 150
0100-C8C2—Team 2 Scores 0
0196-C8C2—Team 2 Scores 150

NFL Blitz 2000
0101-4DC5—Always Have 1st Down
0104-4DC5—Always Have 4th Down
0100-28C6—Team 1 Scores 0
0132-28C6—Team 1 Scores 50
0100-04C7—Team 2 Scores 0
0132-04C7—Team 2 Scores 50

Puzzle Master
0109-A3C5—Infinite Knifes
0109-A4C5—Infinite Keys
0109-A5C5—Infinite Bombs
0109-A6C5—Infinite Hearts
0109-A7C5—Infinite Bottles

Quest: Brian's Journey
01FF-07C1—Infinite Health (Left Side)
01FF-03C1—Infinite Magic

Rampage 2: Universal Tour
0164-7CD6—Infinite Health
0164-7ED6—Infinite Special Bar

Ready 2 Rumble Boxing
0132-40C4—Infinite Health, Player 1
0124-40C5—Infinite Health, Player 2
0106-4BC4—Infinite Rumble, Player 1
0100-4BC4—No Rumble, Player 1
0106-4BC5—Infinite Rumble, Player 2
0100-4BC5—No Rumble, Player 2

Speedy Gonzales: Aztec Adventure
010A-35C3—Infinite lives
0163-37C3—Infinite Time
0103-34C3—Infinite Health

Star Wars: Episode I Racer
0140-A4C2—Infinite POW
0100-A0C2—Always Place 1st

Star Wars: Yoda's Story
0140-8AD5—Infinite Health

Test Drive 6
0102-5CC2—1 Crazy Driver
0101-6CC1—1 Lap To Win
0101-6BC1—Always Place 1st

Tiger Woods PGA Tour
0100-87C2—Always 1st Shot

Uno
01FF-17D5—Extra Points, Player 1
0100-23D5—No Points, Player 2
0100-2FD5—No Points, Player 3
0100-3BD5—No Points, Player 4

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

Some scores provided by:
The Official Electronic Games Scoreboard ™
TWIN GALAXIES
www.twingalaxies.com

METROPOLIS
72-840 Hwy 111, Suite 345 • Palm Desert, CA 92618 • (760) 346-0188

GAME	HI SCORE	NAME
Giga Wing	48,567,632,153	PST
Marvel vs. Capcom	792,900	BM
Crazy Taxi	$44,572.26	DSN
Road Burners (Washington D.C.)	3:06'00	AO
Road Burners (Isles of Mann)	3:23'00	AH
Street Fighter EX 2 Plus	1,364,500	BST
Street Fighter III	4,077,000	BST
Hydro Thunder (Arctic Circle)	1:42'00	BTE
Hydro Thunder (Venice Canals	1:27'00	BTC

SUPER JUST GAMES
557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Dead or Alive 2	26 wins	Ari Weintraub
Dead or Alive 2	23 wins	Adam Hernandez
Street Fighter Alpha 3	32 wins	Ari Weintraub
Super Street Fighter II Turbo	29 wins	CBN

MOUNTASIA FAMILY FUN CENTER
21516 Golden Triangle • Santa Clarita, CA 91350 • (661) 253-4386

GAME	HI SCORE	NAME
Top Skater	565,290	D.R
The House of the Dead II	80,000	TFF
Star Wars Trilogy	2,577,700	DAV
Time Crisis II (solo)	600,000	RHD
Time Crisis II (link)	694,470	CLB & JAR

MILIPITAS GOLFLAND
1199 Jacklin Road • Milipitas, CA 95035 • (408) 263-6855

GAME	HI SCORE	NAME
Tekken Tag Tournament	1:53'00	Ricky Ortiz
Hydro Thunder (Lake Powell)	1:53'16	Ricky Ortiz
Rush 2049 (Track 1)	2:24'55	Beeman

FUNSPOT
U.S. Route 3 • Weirs Beach, NH 03247 • (603) 366-4377

GAME	HI SCORE	NAME
California Speed (Laguna Seca)	1'50"81	VRH
California Speed (Highway 1)	2'04"29	RON
California Speed (Santa Cruz)	2'26"08	RON
California Speed (Mojave Desert)	2'27"23	Steve Kyriakides
California Speed (Monterey Coast)	2'14"00	TAZ
California Speed (Los Angeles)	2'01"54	ROB
California Speed (Mount Shasta)	2'03"90	ERI
California Speed (Silicon Valley)	2'14"02	ROB
California Speed (Willow Springs)	2'17"62	Ken Sweet
California Speed (Central Valley)	2'11"30	DRJ

MULLIGAN FAMILY FUN CENTER
24950 Madison Ave. • Murrieta, CA 92562 • (909) 696-9696

GAME	HI SCORE	NAME
Centipede	488,355	DON
Dig Dug	516,970	RAD
Crazy Taxi	$29,919.41	DON
Time Crisis II (single)	1,320,480	RBV
Time Crisis II (Dual)	1,097,200	JOE& AEM
Top Skater (novice)	681,893	RCC
Top Skater (Expert)	534,986	RCC
Blitz 99	35 wins	DOUG
Revenge from Mars (pinball)	554,317,400	DOS
Star Wars Episode 1 (pinball)	163,648,210	RWB

SILVER COIN FUN CENTER
1005 South Center Mall • Seattle, WA 98188• (206) 246-2107

GAME	HI SCORE	NAME
Street Fighter Alpha 3	8,206,800	???
Star Wars Trilogy	2,937,300	Jason
Tekken Tag	3:27:11	Noel Singler
Strikers 3	610,000	Joseph Cho

FUNSPOT
U.S. Route 3 • Weirs Beach, NH 03247 • (603) 366-4377

GAME	HI SCORE	NAME
Daytona USA (Expert)	3'27"25	BIL
Daytona USA (Advanced)	3'07"105	JIM
Daytona 2 (Expert)	4'01"105	RAA
Hydro Thunder (Lake Powell)	1:48:03	David Nelson.
Hydro Thunder (Venice Canals)	1:29:85	KEV
Hydro Thunder (Thunder Park)	1:36:63	CWJ
Hydro Thunder (Arctic Circle)	1:44:93	David Nelson
Hydro Thunder (Hydro Speedway)	1:49:46	JEF
Time Crisis (Stage 1)	2'28"70	David Nelson

JUST FOR FUN
445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Hydro Thunder (Lost Island)	1:36:46	SSS
Rush 2049 (Track 1)	2:18:20	Hiscores.com
Rush 2049 (Track 2)	3:12:01	Hiscores.com
Rush 2049 (Track 3)	3:10:33	Hiscores.com
Rush 2049 (Track 4)	3:06:81	Hiscores.com
Rush 2049 (Track 5)	3:49:55	Hiscores.com
Tekken Tag Tournament	15 wins	HAN
Tekken Tag Tournament	14 wins	JOE
Tekken Tag Tournament	13 wins	DLP

ALADDIN'S CASTLE
203 York Town Mall FC-5 • Lombard, IL 60148 • (630) 627-2909

GAME	HI SCORE	NAME
Crisis Zone	3,863,620	MAW
Cruis'n Exotica (Las Vegas)	1:18'53	RAJ
Emergency Ambulance	25,090	RAJ
Hydro Thunder (Arctic Circle)	1:36:39	RAJ
Hydro Thunder (Thunder Park)	1:30:49	RAJ

ANAHEIM FAMILY FUN CENTER
1041 North Shepard • Anaheim, CA 92806 • (714) 630-7211

GAME	HI SCORE	NAME
Blitz 99	94 wins	Sey
Blitz 99	64 wins	Cliff
Time Crisis II (Dual)	1,145,210	AGB & RBU
Time Crisis II (Solo)	1,203,380	RBU
Top Skater (Expert)	635,606	Joey Cuellar
Top Skater (Novice)	478,810	Joey Cuellar

FRIAR TUCK'S GAMEROOM
674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Cruis'n Exotica (Amazon)	1:14.49	Kurt
Cruis'n Exotica (Atlantis)	1:31.87	Kurt
Cruis'n Exotica (Holland)	1:41.98	Kurt
Cruis'n Exotica (Hong Kong)	1:43.84	Sould
Cruis'n Exotica (India)	1:13.28	Kurt
Cruis'n Exotica (Ireland)	1:33.84	Josh M.
Cruis'n Exotica (Korea)	1:26.17	Sould
Cruis'n Exotica (Las Vegas)	1:32.08	Josh M.
Cruis'n Exotica (Mars)	1:32.98	Kurt

SHATTO 39 LANES
3255 W. 4th Street • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	9,999,800	J.R. Rodriguez
Street Fighter III: 3rd Strike	7,265,800	MORRO
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez
Tekken Tag Tournament	22 wins	JULIO
Street Fighter III: 2nd Impact	9,999,900	George Posadas
Tekken Tag Tournament	6:30'79	JULIO

JOLLY TIME FAMILY FUN CENTER
Dover, DE • (302) 734-3623

GAME	HI SCORE	NAME
Time Crisis II (Dual)	1,652,250	JDW & RSF
Time Crisis II (Single)	1,426,170	RSF
Tekken Tag Tournament	3:36'00	Joe
Soul Calibur	2:23.36	TNT
Tekken 3	1:42'00	JRP
Silent Scope	1:33'34 84%	CEB
Silent Scope (Story Mode)	155,770 93%	STB
Shooting Range	36,100 95%	JMK
Top Skater (Novice)	455,110	BIL

TILT
1110 Quincy Ave Unit 9 • Ottumwa, IA 52501 • (515) 682-1108

GAME	HI SCORE	NAME
Tekken Tag Tournament	4:54'00	Rony Magnusen
Rage in the Cage 2	158 points	Jason Willette
Hoop Shot	58 points	Jason Willette
Tekken 3	2:34'00	Robert Connell

HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

TIPS & TRICKS
Game Counselor of the Month:
MICHELLE CORTADO, Tecmo, Inc.



3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARE SOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 11:45 AM and 1 PM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.15/minute for live assistance

SUNSOFT
1-714-850-2700
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

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Neo•Geo strategy

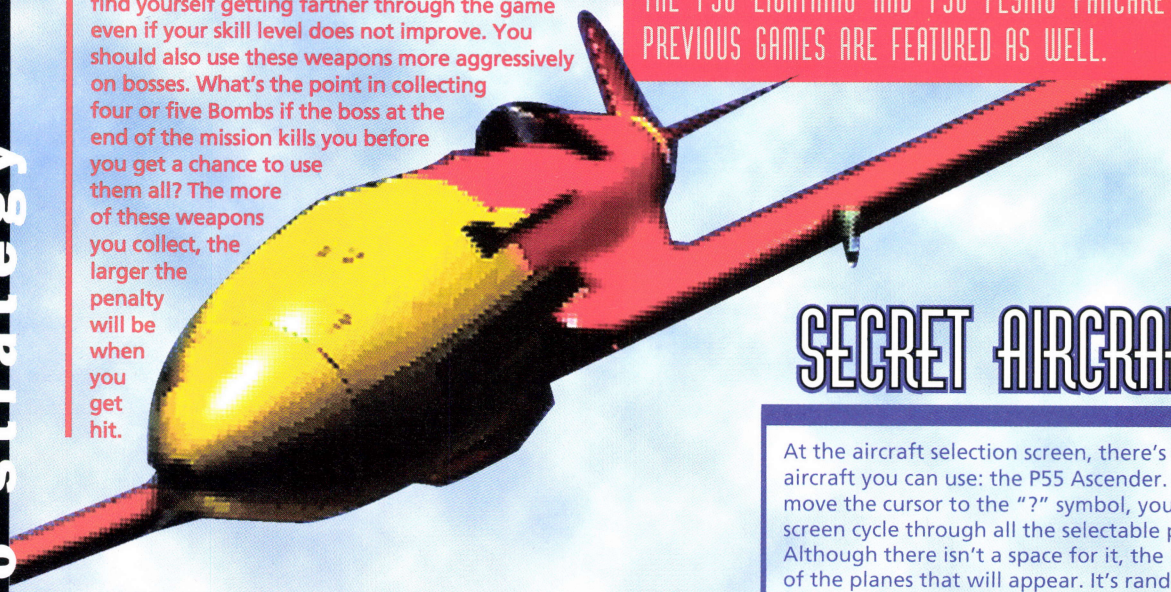
STRIKERS 1945 PLUS

by Ara Shirinian

STRIKERS 1945 PLUS IS A TRADITIONAL SHOOT-'EM-UP GAME. IT'S VERY SIMILAR TO THE PREVIOUS INSTALLMENTS OF THE SERIES, STRIKERS 1945 AND STRIKERS 1945 II. IN ADDITION TO SOME NEW AIRCRAFT, OLD FAVORITES LIKE THE P38 LIGHTNING AND F5U FLYING PANCAKE FROM THE PREVIOUS GAMES ARE FEATURED AS WELL.

BASIC STRATEGY

As with most games of this genre, the most important strategy is to know when use your Super Shots and/or Bombs, and when to *not* use them. You get two Bombs and one Super Shot with each life. The ideal situation is to use up all your Bombs and Super Shots just before you lose a life. If you use these weapons too often, you'll waste them by using them in situations where you don't really need them. If you don't use these weapons often enough, you'll waste them anyway because you'll lose all Bombs and Super Shots that you've acquired upon losing a life. The key is to find that magic place in the middle of the two extremes that will allow you to progress as far as possible in the game with the minimum number of lost lives. Interestingly enough, most people tend to be too conservative with their Bomb and Super Shot use. To compensate for this, don't wait until you're certain that you're going to get hit before using a Bomb or Super Shot. Do it beforehand when you feel things are heating up and you'll find yourself getting farther through the game even if your skill level does not improve. You should also use these weapons more aggressively on bosses. What's the point in collecting four or five Bombs if the boss at the end of the mission kills you before you get a chance to use them all? The more of these weapons you collect, the larger the penalty will be when you get hit.



SECRET AIRCRAFT

At the aircraft selection screen, there's a secret aircraft you can use: the P55 Ascender. If you move the cursor to the "?" symbol, you'll see the screen cycle through all the selectable planes. Although there isn't a space for it, the P55 is one of the planes that will appear. It's random whether you'll get to use the P55 or not, so you have about a 15% chance of selecting it each time you start a game.

OFFENSE AND DEFENSE

Depending on the aircraft you select, Bombs and Super Shots are usually either mostly offensive or mostly defensive. It's important to know the primary function of each weapon type and when to use them. Defensive weapons are used to absorb the hundreds of projectiles that are aimed at your aircraft. They might inflict some damage to surrounding aircraft, but that's only a side effect. Offensive weapons usually will absorb few or no projectiles, but they'll inflict massive damage on your enemies. The extent to which each weapon is offensive or defensive appears in the Aircraft Lineup.

STAGE ORGANIZATION

There eight missions in *Strikers 1945 Plus*. The first four missions always appear in random order, although the difficulty will increase with each mission. This means that if you play the Ocean Mission as mission 4, the enemies will be much more aggressive than if you played the Ocean Mission as mission 1. Missions 5 through 8 always appear in the same order. Once you finish mission 8, you'll get to watch the ending and the game will start over at a higher difficulty level.

AIRCRAFT LINEUP

Here's a list of all the player aircraft in the game and the characteristics of each one. While some aircraft have certain advantages over the others, there's always a tradeoff. For the information below, each plane will fire missiles as long as your shot level is 2 or higher. "Homing" means that the missiles will turn toward the enemy. "Semi-Homing" means that the missiles will fire toward the enemy but will not change direction if the enemy changes direction. "Fixed" means that the missiles will fire in a predefined pattern. "Super Shot Stock" refers to the maximum number of Super Shots that can be stocked at once. "Speed Rank" refers to how fast the plane can move on the screen. 1 is the fastest aircraft and 6 is the slowest.

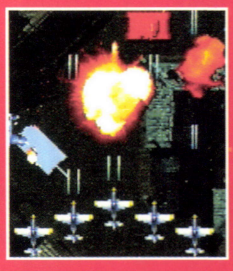
Super Shot (100% Offensive)

Even though it's fairly powerful, the P38's Super Shot has an extremely short range. You have to practically fly right up to an enemy to use it effectively. Save this for bosses or large enemies. It's most useful for ones that don't shoot back much but take a lot of hits to destroy.



Bomb (60% Defensive, 40% Offensive)

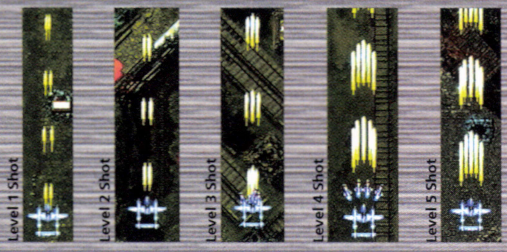
This is a formation of five planes that fly slowly across the screen, shooting forward. To get the most out of this bomb, you can use it as a shield and let Super Shots fly without worrying about getting hit.





P38 Lightning

MISSILE TYPE: Homing
SUPER SHOT STOCK: 4
SPEED RANK: 4

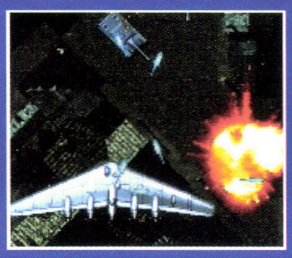


Super Shot (100% Offensive)

This weapon is less powerful than the P38's, but it extends all the way to the end of the screen.



Bomb (60% Defensive, 40% Offensive)

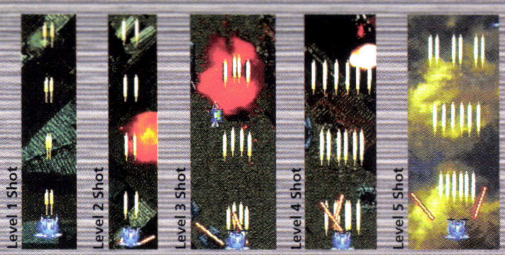


This bomb is a large plane that flies slowly across the screen and fires semi-homing bullets. It will only appear on the left or right portion of the screen, depending on where your plane is when you press the **B** button.



F5U Flying Pancake

MISSILE TYPE: Semi-Homing
SUPER SHOT STOCK: 3
SPEED RANK: 1



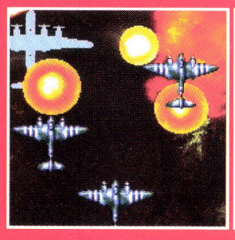
Super Shot (100% Offensive)

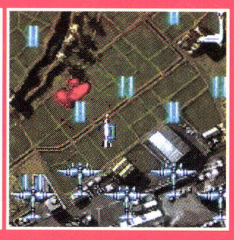
This is a narrow napalm bomb that has good range and does a lot of damage.



Bomb (50% Defensive, 50% Offensive)

The Spitfire has the most useful bomb in the game. It's effect is a combination of both the P55's and P38's Bombs.

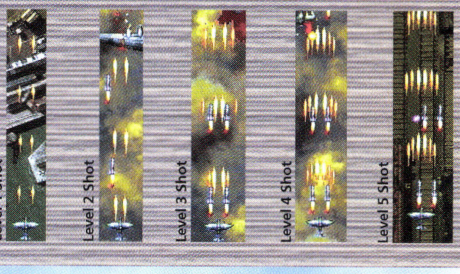






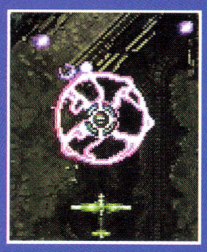
Spitfire Mk. VI

MISSILE TYPE: Fixed
SUPER SHOT STOCK: 5
SPEED RANK: 2



Super Shot (90% Defensive, 10% Offensive)

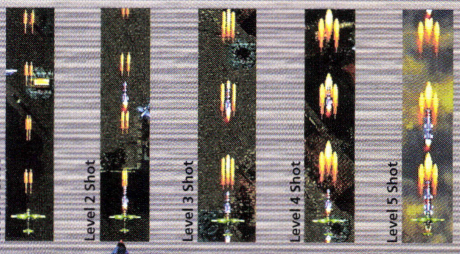
This is a ball of electricity that moves slowly across the screen. It will damage enemies that touch it, but you should use it primarily to block projectiles.





Focke-Wulf Ta152

MISSILE TYPE: Fixed
SUPER SHOT STOCK: 3
SPEED RANK: 2



Bomb (90% Offensive, 10% Defensive)

This enormous missile is powerful, but it's very narrow. It will absorb bullets in it's path but it moves too fast to be used as a defensive weapon.





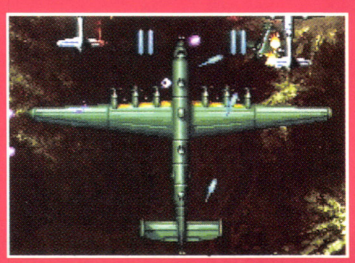
Super Shot (100% Offensive)

The Zero Fighter has the most powerful Super Shot of all the planes. You can nearly destroy most bosses with just one shot!



Bomb (50% Defensive, 50% Offensive)

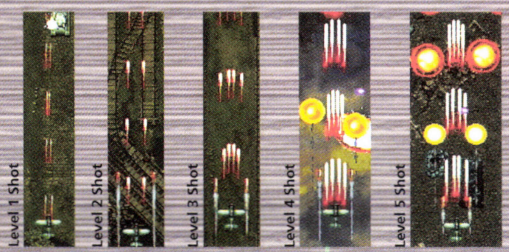
This bomb is just like the F5U's, except that it covers almost the entire screen.





Zero Fighter Type 52

MISSILE TYPE: Fixed
SUPER SHOT STOCK: 2
SPEED RANK: 6



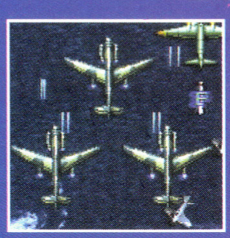
Super Shot (100% Offensive)

This weapon is similar to the F5U's, except it has a slightly shorter range and the laser is fixed on the screen.



Bomb (50% Defensive, 50% Offensive)

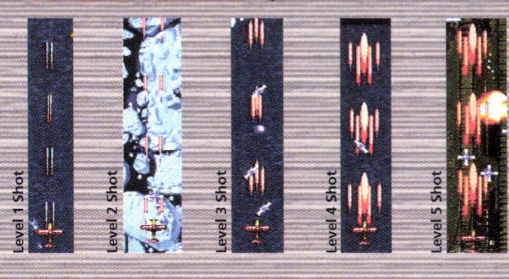
This bomb is similar to the P38's, except that it covers more of the screen. Two different formations of the three planes can appear.





Fiat G.56

MISSILE TYPE: Fixed
SUPER SHOT STOCK: 7
SPEED RANK: 5

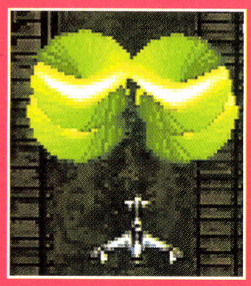


Strikers 1945 Plus

NEO·GEO

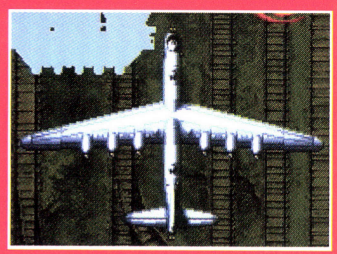
Super Shot (100% Offensive)

The P55's Super Shot is a group of homing projectiles that stick to the enemies.



Bomb (100% Offensive)

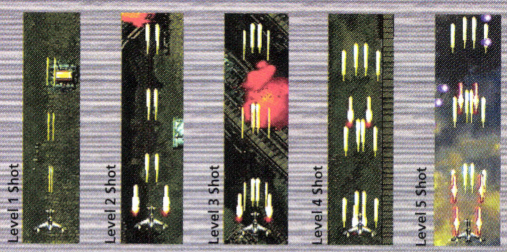
This is a large bomber that appears briefly and damages everything on the screen.





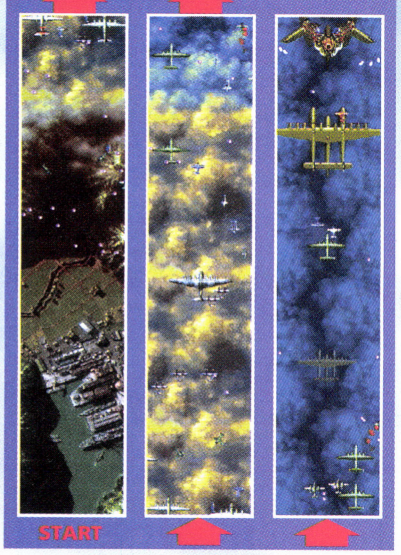
P55 Ascender

MISSILE TYPE: Homing
SUPER SHOT STOCK: 9
SPEED RANK: 3

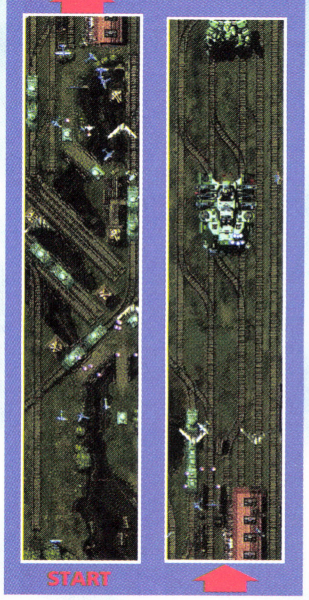


MISSION MAPS

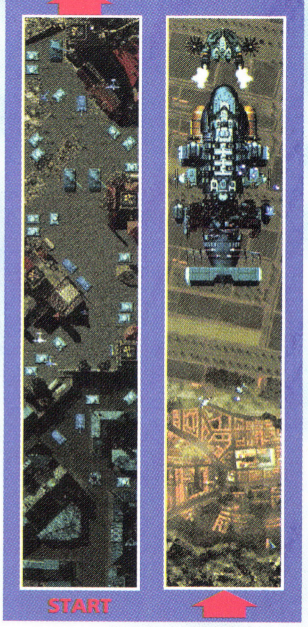
Clouds Mission



Railroad Mission



Town Mission

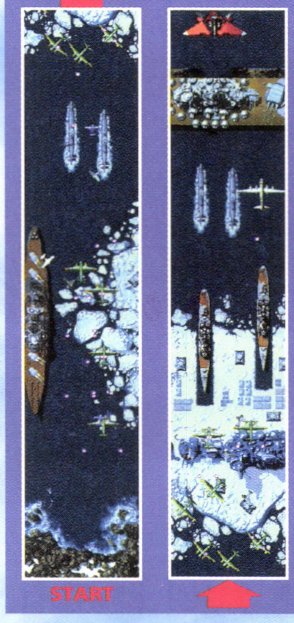


Neo•Geo strategy

Neo•Geo strategy

Ocean Mission

In the beginning of the mission, use a Super Shot to take out the large boat on the left side of the screen quickly.



Mission 5

Like in the Ocean Mission, concentrate your firepower on the large tank that appears in the beginning of this mission.



Mission 6

The speed and quantity of bullets that cover the screen will dramatically increase at this point. Focus your attacks on the ground targets in the first half of the mission.



Mission 7

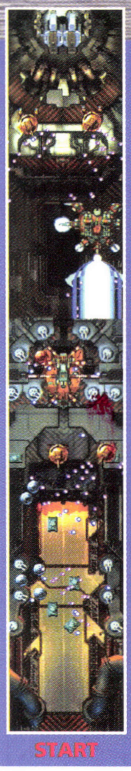
The mini-boss that appears halfway through this mission can actually be one of two enemies. If you don't face the enemy that's pictured on the map, you'll fight the one below.

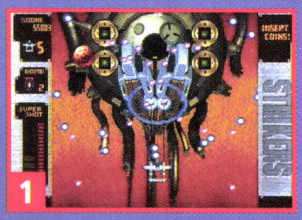


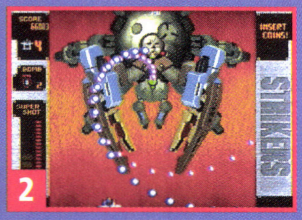


Mission 8

Here it is, the last mission! It's short, but you'll have to fight two tough bosses.The mini-boss here has a devastating laser that's difficult to avoid. First, it will try to force you to move in a particular direction, and just when you think you've successfully dodged a group of bullets, the laser will come out and destroy you. Try to avoid staying directly in front of the enemy...and don't follow the path that appears within the pattern of bullets. Get ready for a long battle with the last boss. It will transform three times before finally giving up.











TIPS & TRICKS Tournament Report

by Jason Wilson

Sponsored by The Official Electronic Games Scoreboard™ TWIN GALAXIES www.twingalaxies.com

This new monthly column will feature reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in Tips & Tricks Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at Tips & Tricks Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

Dance Dance Revolution Tournament

On March 4, 2000, Southern Hills Golfland sponsored a *Dance Dance Revolution* tournament, offering cash prizes, free tokens and collectible Konami merchandise to the best players. The first event was a points tournament with 54 entrants. The first-place winner was Tetsuya "Osmin" Ishiu, who took home a $162 cash prize, a Konami plaque, a Konami shirt and collectible scarf, a Konami collectible mug, a Konami PlayStation game and $50 in Golfland arcade tokens. In second place was Hubert Cheng, who was awarded $67 in cash plus a Konami plaque, a Konami shirt and collectible scarf, a Konami collectible mug and $30 in tokens. The third-place winner in the points tournament was Peter Kim, who scored $40, a Konami plaque, a Konami shirt and collectible scarf, a Konami collectible mug and $10 worth of tokens.



Competing in the doubles competition



Judges watch the action

Tourney #2 was a Singles Freestyle tournament. 38 entrants competed for prize packages that were identical to those offered in the Points tournament except for the cash awards. Jenith Shon took first place, followed by Chris Bunag and Tetsuya "Osmin" Ishiu in third place.

The third event of the day was a Doubles Freestyle tournament with prizes identical to those offered in the Singles Freestyle rounds. Only six entries were registered for the final matches, which were taken by the following winners:

1st—Mike Young / Kihoon Ko
2nd—Jenith Shon / Byung Ham
3rd—Mike Pham / Andrew Safabakhsh

Marvel vs. Capcom Tournament



One week after the big *Dance Dance Revolution* extravaganza, 22 entrants made their way to Southern Hills Golfland for a *Marvel vs. Capcom* tournament. 1998 National *Street Fighter Alpha 3* champion Alex Valle was upset in an early round match-up against Randy Abuan and lost to the eventual tournament winner, Eric Perez. Perez won $155 and $50 worth of Golfland arcade tokens for taking the top spot; second-place finalist Jay Snyder was awarded $45 cash plus $30 in tokens. San Diego's Randy Abuan took third, earning $25 and $10 in tokens for his efforts.

Twin Galaxies Invades T&T

On a recent trip to Los Angeles to appear on Fox TV's *The X Show*, Walter Day (founder of the Twin Galaxies Intergalactic Scoreboard) and *Pac-Man* world champion Billy Mitchell visited the *Tips & Tricks* offices to surprise me with a framed certificate to honor my *R-Type* high score of 521,840 points. Thanks, guys; you're always welcome to come back and visit any time.



L-R: Jason Wilson, Walter Day, Billy Mitchell

New Jersey Tekken Tag Tournament and Marvel vs Capcom MADNESS!

The Eight on the Break arcade in Dunnellen, New Jersey—sponsor of numerous weekly and monthly tournaments—puts together a fine line-up of weekly *Tekken Tag Tournament* action, matching up some of the best players from the New York/New Jersey area. For more information on upcoming tournaments, please call Eight on the Break at (732) 752-8880.

February/March Results

Marvel vs. Capcom
1. Wayne Davies (Cherry Hill, NJ)
2. Yul Kang (Cherry Hill, NJ)
3. Ed Espino (Piscataway, NJ)
4. David Tung (Warren, NJ)
5. Allan Chow (S.Plainfield, NJ)

Tekken Tag Tournament
1. Aris Cuevo (Edison, NJ)
2. Ron So (New Brunswick, NJ)
3. "Donny" (New Brunswick, NJ)
4. Andy Wen (New Brunswick, NJ)
5. Todd Dwyer (Piscataway, NJ)

SPECIAL SECTION— TOURNAMENT ETIQUETTE

SAVING MONEY AND WEARING DEODORANT!



Since most video game tournaments take place during the summer, we thought we would take this opportunity to document some of the finer points of customary tournament etiquette...with some tips on how not to spend a fortune travelling hundreds of miles to these events! Most players attending video game tournaments are usually veterans of long car trips; they're often jet-lagged and don't need to be annoyed any more than they already have been. BE COURTEOUS! A lot of the players at these events are new to the scene and don't appreciate little random remarks, comments and trash talk. People go to tournaments to support a particular game and gauge their own skill at their favorites, not to badmouth everyone and be a bragging idiot. If not for the "love of the game," there would not be a turnout at all. Keep your comments to yourself; be courteous when playing competitors who are unfamiliar to you. Say "good game"or "nice match" afterwards. If you plan to attend a particular event that is out of state, save some dough in advance. Going to out-of-state tournaments can be costly, especially if you are travelling alone. Find out from local players if any of them would be interested in attending. Cutting the costs on hotel accommodations and gas money is always a plus. Speaking from personal experience, I can assure you that if I did not go to the 1996 *Street Fighter Alpha 2* Championships in Chicago with the three people who drove with me all 24 hours from Miami, I would definitely not have had enough money to attend. If you know someone in the same city as the scheduled tournament, offer to pay them a few bucks to let you stay at their pad! Whatever you do, PLEASE remember to bathe regularly and wear deodorant! If you jam 80 guys into an arcade designed for 60, you're going to be in close quarters. People don't need a musky stench to go along with everything else they've dealt with in order to get there. Remember, these tournaments are a great place to meet people like yourself who love the game and want some great competition!

TOURNAMENT CALENDAR

May 20, 2000

Florida State *Street Fighter* Championships
Contact: Nelson Santamaria
Miami Lakes, FL
(305) 620-1418
NASRJD@aol.com
Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships starting April 15 and continuing monthly at various local arcades on the third Saturday of each month. Each tournament will consist of a single elimination, two out of three match, three out of five round *Street Fighter Alpha 3* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

May 27-28, 2000

East Coast Championships 2000
Eight on the Break
Dunnellen, NJ
(732) 752-8880
The East Coast Championships 2000 will be held May 27 and 28, 2000 at Chris Cotty's Eight on the Break in Dunnellen, New Jersey. Games scheduled to be included in the tournament are *Super Street Fighter II Turbo*, *Tekken Tag Tournament*, *Street Fighter Alpha 2*, *Street Fighter Alpha 3*, *Street Fighter III: 3rd Strike* and *Marvel vs. Capcom*. There will be a $10 entrance fee for each tournament; all games will cost 50¢ for each match you play. Cash prizes will be awarded.

June 1-4, 2000

2nd Annual Twin Galaxies/Funspot International Classic Video & Pinball Tournament
Funspot
U.S. Route 3
Weirs Beach, NH
(603) 366-4377
A high-score contest on nearly 125 classic video game and pinball titles from the early 1980s. The top 10 scores on each game will be recorded in next year's edition of *Twin Galaxies' Official Video Game & Pinball Book of World Records*. Nearly 100 golden age video game titles will be featured along with about 40 vintage pinball games. Call (603) 366-4377 for more info, or visit Twin Galaxies on the web at www.twingalaxies.com.

June 24-25, 2000

SF2K: Midwest Street Fighter Championships 2000
Capcom's Super Just Games
557 Waukegan Road
Northbrook, IL 60062
(847) 559-8727
Over 500 competitors from 25 states and Canada have competed at Super Just Games' annual *Street Fighter* tournaments in the past. Located in a suburb of Chicago, Super is known as one of the premier tournament sites in the Midwest. Past winners include nationally known players like Mike Watson, John Choi and Eddie Lee. The tournament kicks off on Saturday with the *Street Fighter Alpha 3* preliminaries at 12 PM (the top 16 players qualify for Sunday's finals), followed by *Street Fighter Alpha 2* at 3 PM and *Super Street Fighter II Turbo* at 6 PM. Sunday's finals feature *Street Fighter Alpha 3* at 12 PM and *Street Fighter III: Third Strike* at 2 PM. All games will be equipped with Happ 360 joysticks for optimum performance. All events follow a double elimination format with the winner taking two out of three matches except for Super Street Fighter II Turbo and Sunday's Street Fighter Alpha 3 finals, which will both be three-out-of-five matches. Players may re-enter as many times as they like in Saturday's *Street Fighter Alpha 3* qualifying rounds for $5 until all 16 spots for Sunday's finals have been filled. A $10 fee will be charged and there is a $2.00 entrance fee to enter Super Just Games which is not included in the tournament entrance fees. There will also be free pizza during qualifying rounds on Saturday for all paid tournament participants! Prizes will be announced in a future issue of *Tips & Tricks*, but are expected to include Sega Dreamcast systems and games, Sony PlayStation systems and games, cash prizes, Capcom game marquees, pictures in *Tips & Tricks* and much more!

COOL ZONE

This page—in which we show you some of the cool items and hardware goodies that arrived on the TIPS & TRICKS doorstep this month—is rapidly becoming one of the most imitated sections of the magazine. Yup; it's crazy how much influence we have. In fact, we wouldn't be surprised if one day there was a whole magazine called...



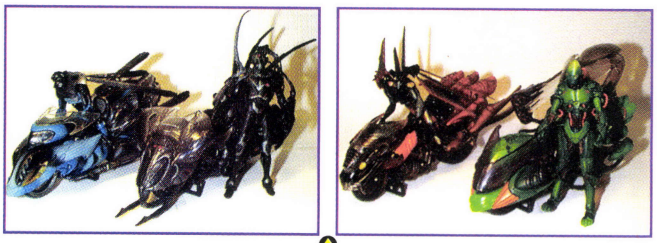
The Viper PSX from Nyko comes in five different translucent colors: purple, red, yellow, pink and smoky. The controller definitely feels a lot bigger than Sony's Dual Shock controller and it has an interesting flat surface on the button-face. Unlike many third-party PlayStation controllers, the two analog sticks are very well made and comparable to the Dual Shock. You can also switch between three modes: Analog, Digital and Steering Wheel. Nice!



Taito's Jet De Go! controller is another one of those "American envy" toys that you'll never see unless you find it at an import store. The controller and game are sold separately, but like Densha De Go!, without the controller you can't really appreciate the game. The small right handlebar is the plane's throttle and the main handlebar brings the plane's nose up or down. The buttons have various functions like bringing up the in-game map or turning on the fasten-your-seatbelt sign. Sorry, you can't simulate a major airline crash, since the game simply ends if you do something wrong.



Resaurus has just released its coolest figure to date: the 12" Sonic Adventure figure. This big version of Sonic is extremely poseable with several points of articulation. No word yet on whether there will be bigger versions of Tails and Knuckles. Don't hesitate to buy this one; if you see it, grab one fast!



McFarlane Toys' Spawn Nitro Riders series is a bit of a departure from the regular Spawn line. Each set comes with an apocalyptic rider and a super-detailed motorcycle. The four bikers in the series are (from left to right) Flash Point, Eclipse 5000, After Burner and Green Vapor. It's a little difficult to pose the riders on their bikes properly, but no one here cared; the figures were gone as soon as these pictures were taken!



Nyko's Dream Master controller for the Dreamcast features an ergonomic design that feels pretty good in your hands. Street Fighter fans will appreciate the six-button controller face with the addition of the Z and C buttons. Dream Master comes in a cool translucent purple color. Cheaters will also benefit from the addition of the Turbo button.



Zip It! Series 2 of the Austin Powers figures are hitting the stores. Pictured here is Carnaby Street Austin and our favorite, Scott Evil. Also available from this series; Moon Mission Dr. Evil and Mini Me, Vanessa Kensington, Fembot and the Mini Mobil box set. Each one comes with a voice chip base that says lines from the movie. For example, Scott Evil's chip says, "A trillion is more than a billion, numbnuts!" Good family fun!



The Jumbo Memory Pak X2 from Nyko also comes in five assorted colors. It provides 400 blocks of memory; that's twice the storage size of the regular Sega VMU. This is a must-have for those playing sports games with heavy roster and season settings that take up a lot of memory.

Everyone calm down, there's nothing to see here! Keep it moving! We're still trying to figure out what was in the waters this month, especially with our friends in PR. Tecmo's agency sent us a Pikachu in a rat-trap to promote Deception III. Sega's PR sent us a Crash Bandicoot doll that had been mauled by a rat trap (!) to promote Chu Chu Rocket. A little anger management, maybe?



Interact's SharkLink set comes with a SharkLink Code Generator CD-ROM and a link cable that connects your PlayStation to a PC. The software allows you to create your own cheat codes and transfer them to your PlayStation through the parallel I/O port. The SharkLink is for use with the Game Shark CDX Enhancer and it allows you to edit, add or delete your CDX files. The odd thing about the SharkLink is that a parallel I/O is required on your PlayStation, whereas the CDX Enhancer is meant for those who have the new model PlayStation without a parallel I/O. Go figure! It also comes with an instructional video for code-hacking newbies. Recommended for the hardcore only!



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January-(X961) Ultimate Mortal Kombat 3: Stakes Winner, Virtua Fighter 2, Light Crusader (Part 2), Warhawk

February -(Z962) Marvel Super Heroes: Emmitt Smith Football, Jumping Flash!, Sega Rally, Vectorman

March -(X963) Samurai Shodown III: Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

April -(X964) Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May -(X965) Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

June -(X966) Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July -(X967) Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August -(X968) Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October -(X96A) NiGHTS, Super Mario 64 (part 1), Tekken 2

November -(X96B) Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December -(X96C) The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

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February -(X972) Virtua Fighter 3: Sonic 3D Blast, Persona

March -(X973) Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

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June -(X976) Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July -(X977) Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

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December -(X97C) Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (Part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February -(X982) Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September-(X989) Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October -(X98A) Thrill Kill: F-Zero X, The Fifth Element, Street Fighter Alpha 3, Moto Racer 2, Iggy's Reckin' Balls, Kagero: Deception II, Soul Calibur, Spice World + Game Boy Camera Secrets

November -(X98B) Tenchu—Stealth Assassins: GT64 Championship Edition, Colony Wars: Vengeance, Knife Edge, Duke Nukem: Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

December -(X9BC) The Legend of Zelda—Ocarina of Time (Part 1): Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 2)

1999

January -(X991) Bust A Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February -(X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March -(X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

August -(X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

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Pokémon Report



by Charlotte Chen

SNEAK PIKACHU AT TOY FAIR

Kid models strutted Hasbro's stuff up and down a catwalk in New York City during the International Toy Fair, which was held from February 13-17. The host of the surreal event was Aaron Carter, the younger brother of Backstreet Boy Nick Carter and a singer in his own right whose song *"Have Some Fun with the Funk"* is featured on the *Pokémon: The First Movie* sountrack. Companies that participated in the *Pokémon* fashion show included Hasbro Games, Hasbro Toy Group, Nintendo, Cap/Oddz On, Tiger Electronics and Wizards of the Coast. Young men and women demonstrated the new *Pokémon* candy, cards, games and toys that would be coming out in the Year 2000; *Pokémon* fans who couldn't make it into New York could catch the webcast live on www.pokemon.com. The following is the list of products that made it to the runway, in the order they were shown.

Hasbro Toys

1. Electronic Plush Assortment
2. Pokémon Grabbers
3. Quick Change Plush Assortment
4. Pop Open
5. Collecter's Set
6. Action Combat Figures
7. Pokémon Think Chip Battle Stadium
8. Think Chip Figures
9. Ash's Talking Pokédex
10. Electronic Figures
11. Battle Figures
12. Micro Machines
13. Micro Machines Island Battle Arena Playset



Wizards of the Coast

1. Pokémon Trading Card Base Set 2
2. Team Rocket



Cap/OddzOn

1. Pokémon Micro Bubbles
2. Pokémon Sliders
3. Slider's Pokémon Battle Arcade
4. Pokémon Spin Pops
5. Pop Topper
6. Pokémon Treat Keepers



Tiger Electronics

1. Pokémon Walkie-Talkies
2. Pokémon Flashlight
3. RC with Pokéball controller
4. "I Choose You" Challenge
5. Handheld Pokémon Trainer Game
6. Pokémon Finger Forces
7. Pokédex Gold Edition Organizer
8. Pokémon Animated Bank
9. Pokémon Sticker Smarts



Nintendo

1. *Pokémon Gold* and *Silver* for Game Boy
2. *Pokémon Stadium* for Nintendo 64
3. *Pokémon Trading Card* for Game Boy



Hasbro Games

1. Battling Coin Game Holder
2. Memory



Hasbro Creative Play

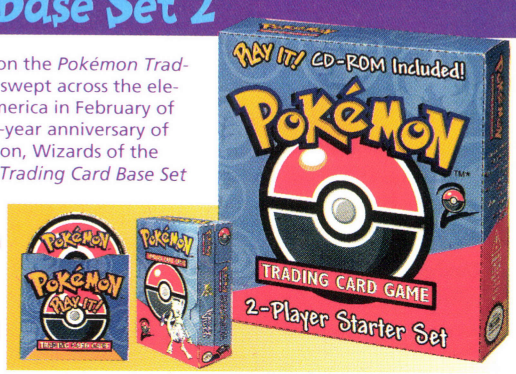
1. Pokémon Energy Beads
2. Play-doh Pokémon Character Maker
3. Pokémon Shrink-Its



Pokémon Trading Card: Base Set 2



The Hunta virus had nothing on the *Pokémon Trading Card* game epidemic that swept across the elementary schoolgrounds of America in February of '99. In celebration of the one-year anniversary of that tidal wave of insurrection, Wizards of the Coast released *Pokémon Trading Card Base Set 2*, a new two-player Starter Set. *Base Set 2* comes fully equipped with 130 cards, an instructional CD-ROM and an optional video. The new cards include some old favorites from the original Base Set—including the highly sought-



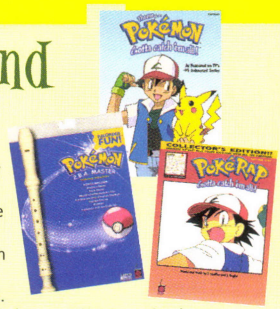
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after Blastoise and Charizard cards—as well as cards from the *Jungle* expansion set. (Note: The new cards will all bear the *Base Set 2* logo.) For professionals who don't need no stinkin' Starter Set, Wizards of the Coast has put together four new precon-structed theme decks: *Lightning Bug, Grass Chopper, Hot Water* and *Psych Out*. Ran-domized 11-pack boosters are available for those *Pokémon Trading Card* masters who want to build their own decks. *Base Set 2* with just the CD-ROM retails for $14.99; with the CD-ROM and video, the package costs $16.99. Available now.



Start Your Own Pokéband



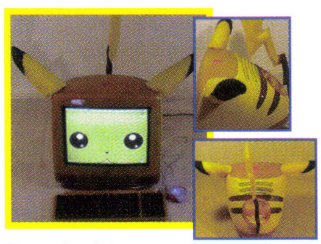
Mozart composed his first symphony when he was four years old. Taken by itself, this seems like a noteworthy achievement. Unfor-tunately, his feat virtually ensured that from age four onward, children would be subject to scrutinization by parents hoping they managed to spawn this generation's musical virtuoso. However, even if you're one of those people who dive into the closest hedge when it's time to practice the piano, you can benefit from Cherry Lane's *Pokémon* music products which includes popular songs from the *Pokémon* television series. Cherry Lane's *Pokémon Theme* is sheet music meant for beginner piano players and retails for $3.95. The *PokéRAP* includes lyrics and a 24"x27" fold-out poster of 150 Pokémon; it comes in three arrangements—piano, vocal or guitar. The *PokéRAP* set retails for $4.95. The *Pokémon 2.B.A. Master Fun! Pack* includes a recorder and arrangements for seven songs: *2.B.A. Master, Pokémon Theme, PokéRAP, The Time Has Come (Pikachu's Goodbye), Together Forever, What Kind of Pokémon Are You?,* and *You Can Do It (If You Really Try).* This pack comes with instructions on how to use the recorder and a fingering chart in Cherry Lane's E-Z Play® notation. *Pokémon 2.B.A. Master Fun! Pack* retails for $9.95. All of these items can be purchased through music dealers, by calling (800) 637-2852 or visiting www.musicdispatch.com.



Custom Pikachu Computer



It looks like the Volkswagen Bug isn't the only machine that's been transformed into Pikachu. The "world's first and only PikaMac™" was recently posted on the popular online auction house eBay for the ex-orbitant sum of $2,000 (and that's just the minimum bid!) The PikaMac™ isn't available anywhere else; apparently the seller is a certified Apple Technician who doctored up a Tangerine iMac computer to resem-ble Pikachu. Externally, the PikaMac™ has ears, a tail and stripes; internally it's loaded with a Pikafied custom soundset, screensaver, startup and shutdown scenes and desktop theme. So far there have been no takers, but don't underestimate the power of Pokémania...



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Japan Report

by Anatole Brown

JAPAN REPORT!

PlayStation2 Launch ROCKS Japan

The millennium didn't really arrive for Japanese gamers until March 4th, the much-heralded day of the PlayStation2 launch. Thousands of hardcore fans camped out in front of stores for a several nights, waiting to get their hands on what is believed to be the most incredible gaming machine ever made. Several people from the U.S. and Europe also made the pilgrimage to Japan for the launch. After a two-day frenzy, Sony tallied up 980,000 PlayStation2s sold! That's almost ten times the amount that the original PlayStation sold in its first two days of availability back in 1994! There was a little bit of a shortage of PlayStation2s, however, due to the slight delay in production of the 8 MB Memory Cards. The production delay was the main reason why Sony couldn't reach the projected sale of 1 million units...but there's absolutely no doubt that the launch was a tremendous success. The 8MB Memory Cards were later made available as a separate accessory for the initial customers who didn't get one packed in with their system. As you may have heard, the PS2 can also play DVD movies...and there were even reports that sales of DVD movies doubled during the first week of the PlayStation2 launch, indicating that people wanted to do more than just play games with their new toy. Sony plans to put out 500,000 PlayStation2s every month to quell the furious demand in Japan. A definite date still hasn't been determined for the U.S. "Fall" release, but you can bet the launch will be just as crazy. Get ready to put on a helmet and some shoulder pads!









Thousands of people slept in the cold streets, waiting for their own blue box.



The 8MB Memory Card was delayed for about ten days due to slow production.



Color Dreamcast VMUs

Sega released color Dreamcast VMUs in March in Japan to accompany the colored Millennium 2000 edition controllers (see *Japan Report*, January 2000). Each VMU retails for 2,500 yen and comes in the following see-through colors: Passion Pink, Lime Green, Aqua Blue and Smoke.

PlayStation2 Commercials

Sony hyped up the PlayStation2 with several abstract TV commercials leading up to the launch date. Here are a few:

2 Days Before Launch



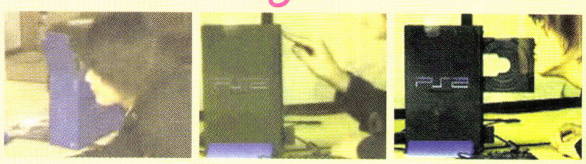
A train conductor is mesmerized by the PlayStation2 billboard as the train passes by.

1 Day Before Launch



A guy stands in the middle of Shibuya and can't take his eyes off the big screen demo.

Launch Day



Finally, PlayStation2 comes home and this guy gives it much-deserved love.

Dance Dance Revolution CD: A Classic



The *Dance Dance Revolution 2nd Mix: Original Soundtrack* from Toshiba EMI may possibly be the best selling video-game soundtrack of all time. The soundtrack to Konami's popular dance game sold over 500,000 units last year and ranked in at number eight in the Oricon music charts (much like the *Billboard* charts here) in the Best Selling Foreign Albums category of 1999 ("Foreign" because it has songs in English). The two-disc set—which includes songs like "Butterfly", "Paranoia" and "Dub-I-Dub"—is part of Toshiba EMI's *Dancemania* series which retails for 3,200 yen. Currently, *Dance Dance Revolution 3rd Mix: Original Soundtrack* is tearing up the charts and was ranked at number seventeen in the Best Selling Albums category in its first week of release.

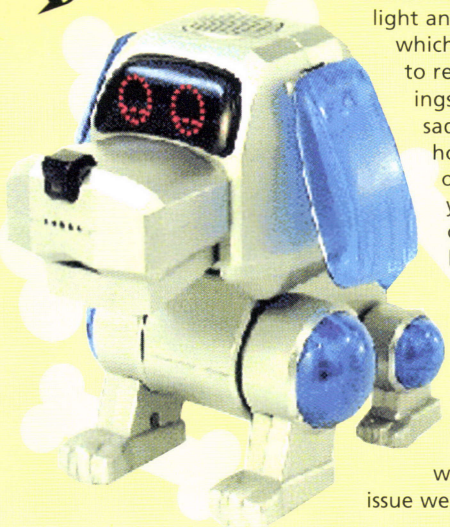
Rent-a Hero Joins Sanyo

Sega and Sanyo have teamed up to cross-promote the upcoming Dreamcast game *Rent-a Hero No. 1* along with Sanyo's Neo Alkaline Battery. In the game, Rent-A Hero uses Sanyo batteries to power himself up, so it's no wonder that he has become the official mascot for Sanyo. Originally the star of a Japan-only Mega Drive (Genesis) RPG, the character was last seen in the Saturn game *Fighters Megamix*. Rent-a Hero will appear on several Sanyo ads and commercials in the next several months. Oh yes...that girl next to Rent-a Hero is his partner, Rent-a Hiroko!





Good Doggy

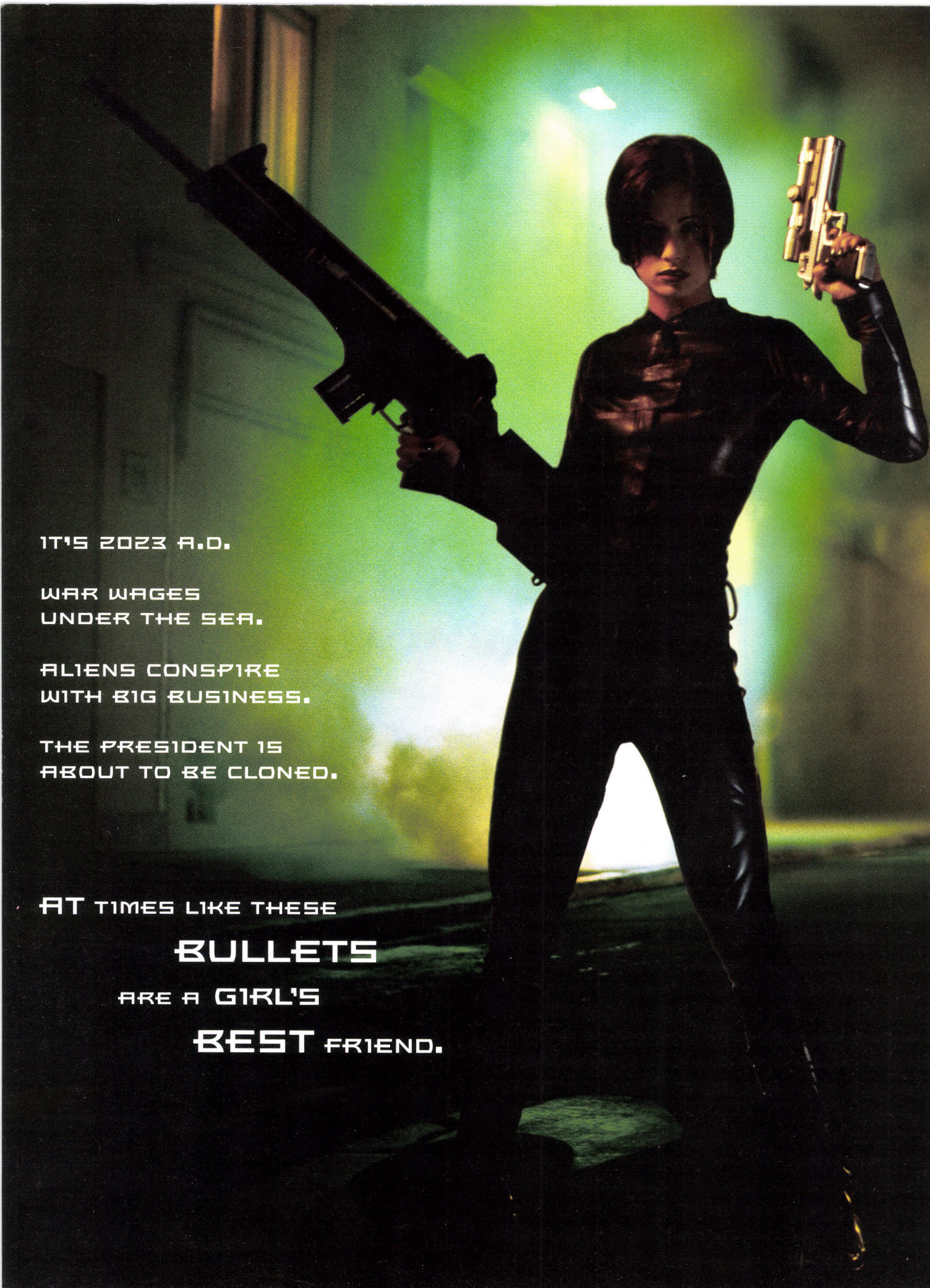


Not to be outdone by Sony's expensive AIBO robot dog, Sega Toys is releasing its own mechanical canine called Poo-chi this spring in Japan. Poo-chi will be a lot more affordable at 2,980 yen, or about $25, compared to the $2,500 price tag for AIBO. Poo-chi comes with a light and sound sensor which give it the ability to react to its surroundings. It will act happy or sad, depending on how it's treated by its owner. The more you play with Poo-chi, the more it will become your best friend. Poo-chi will come in three different colors: Blue, Green and Pink. There is talk about a U.S. release, but nothing was concrete as this issue went to press.

SONIC STORE OPENS

A Sonic the Hedgehog casual wear store opened in February at the Matsuzakaya department store in Nagoya, Japan. The store sells various designer clothes with the Sonic logo, like caps, pants and T-shirts. Sega plans to open more stores like this in Japan later in the year.

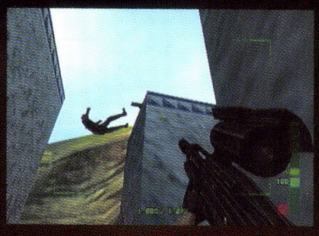



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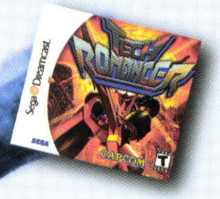
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